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DUNGEONS & DRAGONS

THE SAVAGE TIDE SURGES INTO THE ABYSS

DUNGEON®

ISSUE 147 · JUNE 2007

9,999 STEPS TO TERROR!

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ISSUE #147 JUNE 2007 VOLUME 21, NO 6

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Editor-in-Chief: **James Jacobs**
Senior Art Director: **Sean Glenn**
Art Director: **Drew Pocza**
Assistant Editor: **Jeremy Walker**
Assistant Editor: **James Lafond Sutter**
Advertising & Marketing Director: **Joshua J. Frost**
Production Director: **Jeff Alvarez**
Prepress Manager: **James Davis**
Circulation Director: **Pierce Watters**
For Wizards of the Coast: **Rich Redman and Rob Watkins**

CONTRIBUTING ARTISTS
Peter Bergting, Julie Dillon, Kyle Hunter, Jeff Laubenstein, Robert Lazzaretti, Warren Mahy, Marc Sasso, UDON (with Joe Ng and Roberto Campus), Chris West, Ben Wootten

CONTRIBUTING AUTHORS
Wolfgang Baur, Russell Brown, B. Matthew Conklin III, Ashavan Doyon, Tom Ganz, Stephen S. Greer, Stefan Happ, Mike McArtor, Robert J. Schwalb, Craig Shackleton

PAIZO PUBLISHING, LLC
2700 Richards Road, Suite 201
Bellevue, WA 98005-4200

Chief Executive Officer: **Lisa Stevens**
Corporate Accountant: **Dave Erickson**
Technical Director: **Vic Wertz**
Director of Operations: **Jeff Alvarez**

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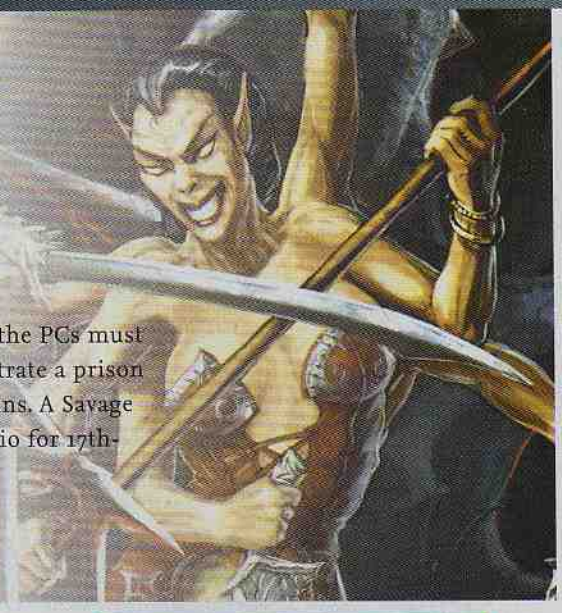

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ON THE COVER

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"...Undaunted to meet there what ever power
Or Spirit of the nethermost Abyss
Might in that noise reside, of whom to ask
Which way the neerest coast of darkness lyes
Bordering on light; when strait behold the Throne
Of Chaos, and his dark Pavilion spread
Wide on the wasteful Deep; with him Enthron'd
Sat Sable-vested Night, eldest of things,
The consort of his Reign; and by them stood
Orcus and Ades, and the dreaded name
Of Demogorgon..."

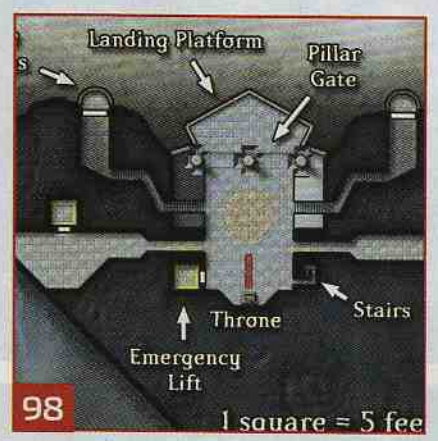
John Milton
"Paradise Lost"

DUNGEON ADVENTURE PLAYER REWARDS!

Take advantage of the RPGA's Player Rewards program by scoring points with the adventures from this issue of DUNGEON! Each adventure is worth 2 D&D Player Rewards points, and remains active until 7/31/07.

RPGA NETWORK

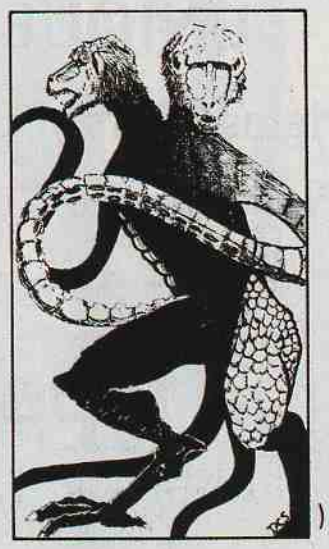
Drop by rpga.com for more details, and use the following adventure codes:
The Aundairian Job (147AJ1DN)
Dread Pagoda of the Inscrutable Ones (147DP1DN)
Into the Maw (147IM1DN)



200 HP!

Demogorgon, (Prince of Demons)

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *-8*
MOVE: *15"*
HIT DICE: *200 hit points*
% IN LAIR: *50%*
TREASURE TYPE: *R, S, T, V*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *All special*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *95%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Chaotic evil*
SIZE: *L (18' tall)*
PSIONIC ABILITY: *150/head*
Attack/Defense Modes: *All/all*



That's how many hit points Demogorgon had back in first edition D&D. Why is that significant? Well, it so happens that that's more hit points than anyone else in the first edition *Monster Manual*. When the *Fiend Folio* came out, that upstart Ygorl broke the record with his fancy 210 hit points, but by that time Demogorgon's rule as Prince of Demons and Hit Points had been cemented in my mind—and with it, my love of all things demonic in D&D.

Now, that doesn't mean that I ran out and bought a crate of black candles and drew pentagrams on the basement floor of my parents' house (we didn't have a basement). I didn't turn into a devil-worshiper because of D&D (devils are lawful evil, after all, and have less hit points). My delight in the demonic wasn't as much one of adoration as it was of evil Dungeon Master glee. Here were the baddest of the bad the book had to offer. The game may have been called Dungeons & Dragons, but even the biggest dragon in the *Monster Manual* only topped out at 168 hit points (sorry, Bahamut!).

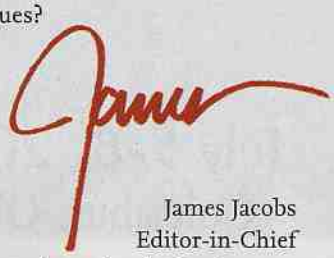
Of course, it takes more than hit points to make something great, and the demon lords certainly had greatness in their appearance. We had a towering mound of slime, a fat bat-winged goat man armed with an artifact, snake ladies with six arms, dog-faced guys with pincers, buzzard men, frog men, naked girls with bat wings, and best of all, a two-headed monkey dinosaur with octopus arms. The devils, by comparison, couldn't hold a candle; as far as I could tell, they were all just guys with horns and goatees.

Over the decades, my appreciation of the more humanistic evil of D&D's devils has certainly grown, and these days dragons probably hold the trophy for most hit points, but first impressions are hard to forget. Demons remain my favorite monsters in D&D (froghemoths being the exception to the rule, of course). Many a rainy afternoon was spent designing new demons and demon lords to augment what the game already had to offer. Some of those creations are (thankfully) lost to time—D&D doesn't really need another carbon-copy of the monster from *Alien*, after all. But others have served me well through the years, in particular a little menace named Obox-ob.

I got Mr. Ob's name from the best page in the *Monster Manual II*. That would be page 35, which had that wonderful list of Other Demon Lords and Princes. At the time, I had it in my mind to write up gazetteers for all 666 layers of the Abyss, including stat blocks for all their rulers. I only got to layer 2 before being derailed by Obox-ob, and ended up liking him so much that I rolled him into my first big campaign (see my editorial in issue #140). Since then, he's become the main bad guy deity in my homebrew campaign world, and most recently he's hit the big time in *Fiendish Codex I: Hordes of the Abyss*.

When we were generating the plot for Savage Tide, my first inclination was to avoid the demons. We'd already used them plenty in Shackled City and Age of Worms, and doing so again for Savage Tide almost seemed lazy. Yet here we are, heading into the Abyss for the ninth installment of the Adventure Path, and I have to admit that I couldn't be happier with the decision to go all-out demonic for the campaign's final arc. With this issue's "Into the Maw," the Savage Tide more or less stays in the Abyss, and with each adventure going forward, the authors do a great job of raising the stakes. I've got all of the remaining manuscripts for the Savage Tide in my demon-greedy hands now, and I can guarantee that fans of all things demonic will not be disappointed over the next few months.

Hmmm... I wonder if I can justify giving Demogorgon more than 838 hit points when we get there, just so he'll have more hit points than any other monster that's appeared in Dungeon's first 150 issues?



James Jacobs
Editor-in-Chief
james.jacobs@paizo.com

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DUNGEON #144

SLAY THE REPTILE WARLORD OF THE FORGOTTEN REALMS!
Dungeon
MADNESS UNDER THE ISLE OF DREAD
DIAMONDS ARE A MODRON'S BEST FRIEND
ABOLETHS · BRAIN COLLECTORS · AN ARCANALOTH ARCHMAGE

I had a feeling that the topic of my editorial in issue #144 of *Dungeon* was going to get some responses, and judging from the emails and messageboard posts I've seen, it looks like I'm not the only D&D player who enjoys playing opposite-gender characters. Whew!

Issue #144 also presented the last mid-level adventure in the Savage Tide Adventure Path. Paizo's own Wes Schneider and James Sutter teamed up for this one, and the result was a creepy, claustrophobic journey into the monster-infested depths of the Isle of Dread's underdark.

At the low-level end of the scale, we headed into the Forgotten Realms with Russell Brown's "The Muster of Morach Tor," where the town of Nesme's trouble with trolls and lizardfolk eventually puts the PCs on the business end of a really cranky crocodile.

And over at the high-level side of things, fans of the old second edition Planescape campaign setting got to test their wits against modrons, genies, and yugoloths in Christopher Wissel's "Diplomacy."

Back issues of *Dungeon* #144 are available at paizo.com.

Prison Mail

Welcome Back!

I picked up the recent issue of *Dungeon* magazine by chance today. Partly because I am getting back into D&D and partly for pure curiosity. I read your editorial about "transvirtuals" and really liked what you had to say.

I was raised by my mother and grew up with strong female role models in my life. I am a fan of the whole sword and sorcery genre, but have often been at odds with the common theme of "lady-in-distress-and-he-man-hero-must-save-her!" idea.

I try and play well-developed characters, both male and female, who are not the norm. As I stated, I am getting back into D&D after a hiatus.

I was in a group of players and decided to play a female half-orc fighter, because I wanted the strong female character, and also to play against type. My half-orc wasn't slow and dumb; she was a fierce warrior with a strong will and a kind manner. The rest of the group was less open to my character and I left after deciding that I didn't really enjoy playing with that particular group.

Transvirtual seems to me to be another term invented by some people to make someone else feel left out. Just because a girl wants to play a male paladin or a boy wants to play a female ranger doesn't say anything REALLY about that person, other than they like to mix things up in their roleplaying. Cause after all, that, in my mind, is the idea of the game—to step outside yourself and get pulled into this world through the eyes of your character.

I'm rambling on, so I just again want to say thank you for the editorial.

Hughes Crawford
Via Email

The term "transvirtual" was actually invented by a friend of mine after he found out I was playing a female character in World of Warcraft, *so it's not really a term invented to make people feel left out. As for bailing on that group that wasn't mature enough to accept a female half-orc into their band—you made the right choice. The game's only as fun as the company it brings together, and if you're in a gaming group that's no fun to game with, what's the point? In any event, I'm glad you enjoyed the editorial, and more to the point, welcome back to D&D!*

Bargle Will Return

Thank you so much for the recent Critical Threat on Bargle the Infamous. I have hated this man since my very first D&D adventure when I failed a save vs. charm and allowed Aleena to die. I have thought of him many times over the years, and have even heard about him in various articles and adventures, so I am pleased to not only have a compiled history, but updated stats as well. If at all possible, could you list the references of his other appearances over the years? I look forward to using him with his current stats, but I would love to instill the same

NEXT MONTH IN DUNGEON

THE AUTOMATIC HOUND

BY JAMES LAFOND SUTTER

Deep in the forest, two hunters stumble across the site of a strange and ancient ritual, and one pays the ultimate price. Now a murderous beast stalks the streets of a quiet farm town. Can the PCs unravel the secret of Dramsburg's dark past and defeat a monster that cannot be killed? A D&D adventure for 3rd-level characters.

IN THE SHADOWS OF SPINECASTLE

BY STEPHEN S. GREER AND GARY HOLIAN

The PCs must infiltrate a city ruled by monsters to search for the spymaster that holds the key to saving a besiged nation. A GREYHAWK adventure for 9th-level characters.

WELLS OF DARKNESS

BY ERIC BOYD

The Prince of Demons hides a secret, one that could well be the key to stopping the savage tide. Yet the only one who knows this secret is imprisoned on one of the most notorious realms in the Abyss. Will the price for rescuing her be too high? A Savage Tide Adventure Path scenario for 18th-level characters.

amount of hatred for him in my younger players by using classic adventures including my first arch-rival.

Joseph F. Collins, Jr.
(Alexandre the Fighter)
Via Email

Whew... that's a tall order, Joseph. Probably too tall to go into in much detail here, alas. In a nutshell, Bargle was first mentioned in the sample adventure in the "Red Box," the D&D Basic Set released in 1983. This boxed set came out at the height of the D&D craze, so it's no wonder that so many gamers remember him today. He appeared multiple times thereafter, most notably in adventure X10: Red Arrow, Black Shield *(1985) and in the* Karameikos: Kingdom of Adventure *boxed set (1994). He also had cameo appearances in several Known World gazetteers and even in issues of* DRAGON *magazine (#206 and #216), and then finally in issue #144 of* DUNGEON.

Actually, I shouldn't say finally, because in issue #150 of DUNGEON *we'll be running an updated version of that first adventure from the Red Box, which should give a new generation of gamers a chance to hate one of D&D's most infamous villians.*

Mid-Year Review

I have to admit it, I haven't been nearly as excited about *DUNGEON* over the last year as I was the year previous. The Savage Tide Adventure Path hasn't held my attention nearly as well as the Age of Worms did, so I haven't been quite as eager to jump on the latest issue to see what is happening next. Its not that I felt the quality of the magazine was suffering, but the ideas just weren't sparking the same creative fever that the Age of Worms era adventures did.

At the same time, I had also become a bit leery of FORGOTTEN REALMS adventures as well. While "Within the Circle" was a great adventure on its own, it didn't quite fit, in my mind, with how Featherdale should be according to what we know about it. "Man Forever" was another good adventure on its own, but it really had little to tie it to the Realms other than mechanical options (shadow weave users) and that, coupled with what felt like way too much of an inside joke, just made it hard for me to enjoy the adventure.

That brings us to the latest two Realms adventures. I believe that both of them have struck just the right line between having Realms ties and being "generic" adventures that can be used by others. The Realms elements in them have been strong, and the adventures have been solid ones. I liked how "Muster of Morach Tor" had a very important feel for it for characters of 4th level. They may not be fighting powerful threats to save the town, but getting timely information to them is just as important.

This issue's installment of the Savage Tide caught my attention more than others in the series, perhaps because I've always liked aberrations, and especially aboleths. Don't get me wrong, I love illithids, but I always felt that aboleths didn't have a chance to really, um, shine by comparison. I liked the information that *Lords of Madness* introduced on them, so I am happy to see it used in the adventure as well. And the koprus are really interesting antagonists as well.

"Diplomacy" was a great adventure as well. Not only was it a completely off-beat adventure and really a great idea, but it used a lot of iconic planar creatures that we haven't seen in this kind of setting since PLANESCAPE. Good to see a modron in an important role as well (although I always have a hard time with the arcane/mercane name change).

Finally, I want to say that I really enjoyed the artwork throughout, and it seemed to be much more even and matched to the tone of the adventures than it has at other times. Great work on this.

Jared W. Rascher
Champaign, Illinois

Aboleths have been one of my favorite monsters ever since I first discovered them back in the Forbidden City so many years ago. Being able to write the aboleth chapter of Lords of Madness *was a career highlight for me, so it's good to hear that the creepy fishies are gaining popularity.*

And thanks for sticking it out with us! One of the big nervewracking truths about doing Adventure Paths is the simple fact that they have an enormous footprint in the magazine.

THIS MONTH IN DRAGON

FERROUS DRAGONS

BY ERIC JANSING AND KEVIN BAASE

Five all-new dragons—chromium, cobalt, iron, nickel, and tungsten—take wing, spreading dread and awe with steely fangs and razored claws.

CORE BELIEFS: HEXTOR

BY SEAN K REYNOLDS

Take up arms in the host of Hextor, Champion of Evil, Herald of Hell, and God of Tyranny. Uncover the sinister details of his cruel faith and the dread warriors who war in his dark crusades.

THE CONFESSION

BY PAUL KEMP

A forsaken acolyte seeks answers in this tale of absolution, forgiveness, and demons.

THE TOP 10 DRAGONS IN D&D

BY TIM HITCHCOCK AND NICOLAS LOGUE

Revisit 10 of the greatest menaces ever to terrorize D&D lore.

PLUS

The Ecology of the Linnorm, Volo's Guide, Dragonmarks, Savage Tidings, Class Acts, Comics—including Order of the Stick—and more!

If a reader isn't into that particular Adventure Path, a third of the magazine for an entire year is "wasted" for him. Which is the primary reason we remain devoted to printing at least two other adventures in each issue (even though, at times, it can be tricky fitting all those words in!).

Gender Bender

Just read your editorial in the latest DUNGEON with some amusement. I quite agree with what you wrote, though I have not found one gender to be luckier than the other.

Character gender makes little difference to me, and I enjoy playing both. My most memorable character of all time was a female elf in a long-running *Fantasy Hero* campaign. My soon-to-be wife was playing a young male knight in that same game, although our characters had no interest in each other.

I tend to switch character gender each time I create a new character. But many factors play into gender choice. As you wrote, some character concepts best fit one gender. I am often inspired by a miniature. For example, a *Reaper* mini inspired a female elf rogue/fighter/deepwood sniper character, and I have to say that she is a lot of fun to play, and just wouldn't have been the same had that character been male.

Mike Sprague
Via Email

In related news, both of my current (female) characters are still alive and kicking, despite Erik Mona's use of extra mimics and treacherous confusion *spells and Jason Bulmahn's robot chimeras and thug-filled submarines. Sure, hero points and high Constitution scores have helped, but I'm not ready to let go of the superstition that girls are luckier quite yet.*

Drowning in Sidebars

Please include a "running this in the FORGOTTEN REALMS" and a "running this in EBERRON" (and GREYHAWK too) for every adventure. This would help a lot, and it would be well worth the space to give specific details, names, the best location or city to use for each world, and so on.

Personally, I pass on a lot of adventures in DUNGEON because I run a FORGOTTEN REALMS game, and I like info tying the adventure to my world of choice (and don't want to do the work myself!). It's rare for you to include FORGOTTEN REALMS adventures (although more of those would be GREAT), so at least this way I would be able to use the other adventures.

Bob
Old Bridge, NJ

I'm wary about introducing too many conversion sidebars into adventures for three reasons.

First of all, they take up a fair amount of room that takes away from the adventure itself, and I'd rather not put myself in the position where I have to cut a cool encounter from an adventure just to put in a sidebar. Including conversion notes for 2–3 campaign worlds could easily rob an entire page from an adventure.

Second, if we put in conversion notes for three campaign settings, that implies that the adventures don't work for other settings. By keeping the majority of our adventures generic, we promote the fact that these adventures can be used in any setting, not just in a few. And since a not-insignificant part of our readers run adventures in their own homebrew settings, this is an important step to take.

Third, as you mention above, creating conversions is a lot of work. A poorly done conversion to the FORGOTTEN REALMS or EBERRON setting sidebar can do a lot of damage, especially considering the fact that, since DUNGEON carries the "100% Official Content" stamp on the cover, anything we print in a conversion sidebar is very likely to be taken as canon for that setting. Which would mean that we'd have to make absolutely sure about each of these conversions and the implications of their contents before we could publish them. For the Adventure Paths, we handle this by having experts on each setting provide us our conversions, but we wouldn't be able to do that with every adventure, since I'm sure Eric and Keith don't have time to read an extra 20,000 or so words a month and provide conversions as well.

And in the end, customizing a pre-written adventure is one of the fun parts about being a DM, isn't it? —James Jacobs

THE AUNDAIRIAN JOB

BY CRAIG SHACKLETON
BY JEFF LAUBENSTIEN
BY ROB LAZZARETTI

EBERRON | LOW- LEVEL (1ST–5TH) | URBAN

"You'd be mad to even try it. Assuming you could get inside the compound, somehow avoid the guards and traps, and open one of the best vaults in Khorvaire, you'd still need to get back out. And then, even if you succeeded, the dwarves would still hunt you down!"
Tergil, commissioned salesman of exotic pre-owned goods.

The banks of House Kundarak are renowned for their security. Not only are the dwarves' defenses second to none, any security breach would bring down the full wrath of the house. It would be foolish beyond measure to even try to rob one of the great banks.

So they really won't see it coming...

"The Aundairian Job" is an EBERRON adventure for four 5th-level characters, but can be easily adapted to characters of lower level or other settings.

ADVENTURE BACKGROUND

Almost 40,000 years ago, a powerful rakshasa named Tyrankalis offered to assist the giants of Xen'drik in fighting the Quori invaders. In exchange, he asked the giants to construct a magic talisman that would open the seals imprisoning the great rakshasa Rajahs. Suspecting that the giants intended to betray him, Tyrankalis stole the talisman as soon as it was complete, only to discover that the giants had indeed tricked him; the talisman carried a *trap the soul* spell, and Tyrankalis was bound into it instantly. The giants then locked the amulet in a vault below one of their great temples, so that no one could free the fiend.

Thirty years ago, a Wayfinder Foundation expedition uncovered an unusual amulet in an ancient ruin in Xen'drik. They brought the amulet back to Khorvaire and auctioned it off, after which it changed hands several times before eventually coming to rest with a wizard named Delphis. After careful testing, Delphis discovered the amulet's true

nature, and realized that he was in over his head. He decided to put it in the safest place he knew: a strongbox in a House Kundarak bank.

Four months ago, a cultist named Jaarisan seeking to free Tyrankalis tracked the amulet to Delphis. Under excruciating torture, Delphis revealed the amulet's location, but managed to hold back one important secret—he had put a trap on the strongbox *keycharm*. When Jaarisan picked it up it exploded, injuring him severely and killing Delphis.

Two weeks ago, an exorcist of the Silver Flame named Solinthas tracked down and defeated the madman who had tortured and murdered the wizard Delphis. Solinthas, through investigations mundane and magical, determined that Jaarisan was trying to free a powerful fiend. He decided that the amulet needed to be taken to Flamekeep, but getting it there wasn't going to be easy. He needed to hire some retrieval experts.

ADVENTURE SYNOPSIS

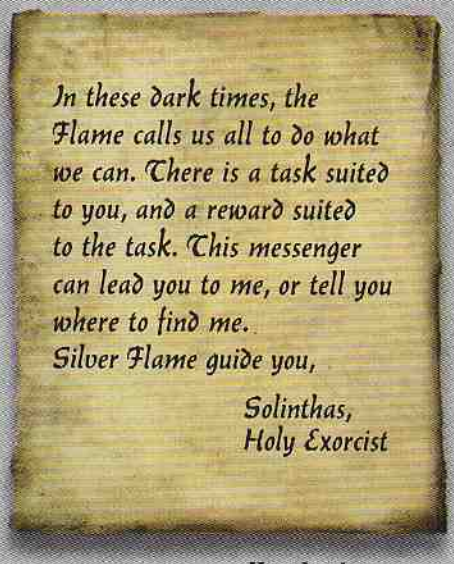
Solinthas, an exorcist of the Silver Flame, commissions the PCs to recover an amulet containing the trapped soul of a rakshasa, currently housed in a House Kundarak strongbox in the Aundairian city of Passage. Solinthas puts the PCs in touch with a corrupt gnome bank clerk, and with his help the party hatches a plot to enter the bank, retrieve the amulet, and return it to Solinthas without getting caught. And of course, no bank heist would be complete without a betrayal.

ADVENTURE HOOKS

Solinthas contacts the PCs because he has heard of their exploits and needs someone expendable who won't implicate the Silver Flame. Alternately, Solinthas could be a member of the Chamber, a druid of the Wardens of the Wood, or part of any other organization that one of your PCs is associated with.

"YOU'D BE MAD TO EVEN TRY IT..."

Solinthas (LG human cleric 4) initially contacts the PCs through an intermediary. A novice (male human expert 2) from the local shrine to the Silver Flame, poorly disguised as an ordinary peasant, brings them a message.


In these dark times, the Flame calls us all to do what we can. There is a task suited to you, and a reward suited to the task. This messenger can lead you to me, or tell you where to find me.
Silver Flame guide you,
Solinthas,
Holy Exorcist

Handout one

The novice knows little besides his master's orders for discretion, and defers all questions to "Holy Solinthas," leading PCs or giving them directions to the shrine. At the shrine, Solinthas greets the PCs and takes them aside to a quiet alcove, stationing the novice at the door to ensure privacy. Blunt and straightforward, he immediately tells them the full story of Tyrankalis's imprisonment in an amulet and of the attempts to free him, omitting only the amulet's current location and finishing with an offer to pay the PCs 20,000 gp to recover it so that it can be taken to Flamekeep for safekeeping. Solinthas can be talked up to 22,000 gp with a successful DC 25 Diplomacy check. If the PCs ask questions about the mission, he regretfully informs them that, due to the sensitive nature of the job, he cannot provide any information about the amulet's location until they agree.

Once the PCs have agreed, he answers their questions to the best of his abilities, being sure to provide the following information:

- The amulet is being held in a strongbox in the heavily fortified House Kundarak bank in the Aundairian town of Passage. Solinthas has already gone to the bank and tried to access the strongbox, but House Kundarak would not let him use the *keycharm* without the correct password. He managed to bluster enough to get out with the *keycharm*, but the dwarves warned him that they would be watching out for him. Rurin d'Sivis later approached and offered to help him get into the compound at night to rob the strongbox. Solinthas does not trust Rurin at all, but sees few alternatives.
- The *keycharm* which Solinthas gives the party is to lockbox number 237.
- Solinthas believes that the bank will attempt to cover up any break-ins, as anything else could bring negative publicity. Since Delphis was killed, he's not going to report anything stolen.
- Solinthas can pay for transportation to Passage, and accompanies the party if requested to give support in the form of spells, but refuses to go near the Kundarak compound. He pays up to 7,000 gp of the reward in advance to help the PCs buy supplies.

THE CITY OF PASSAGE

The Kundarak compound is on a well-traveled road near the edge of town. The majority of the dwarves in Passage live near the compound, and most of the nearby buildings are their homes and businesses. Many of the dwarves who work in the Kundarak compound have private homes in the neighborhood. The local watering hole is the Deep Inn, a favorite gathering place for the dwarven community, including the House Kundarak residents. Because it is so near the edge of town, however, the inn also caters to a fair number of non-dwarven travellers.

GATHERING INFORMATION

A PC can attempt Gather Information checks about the bank in any part of the city, but the dwarves living near the compound know the most about it. Unfortunately, they tend to be suspicious of outsiders. PCs get a +2 circumstance bonus to their checks if focusing their efforts in the dwarven quarter, and dwarven characters get a further +2 on this check. PCs native to the area can substitute a Knowledge (local) check.

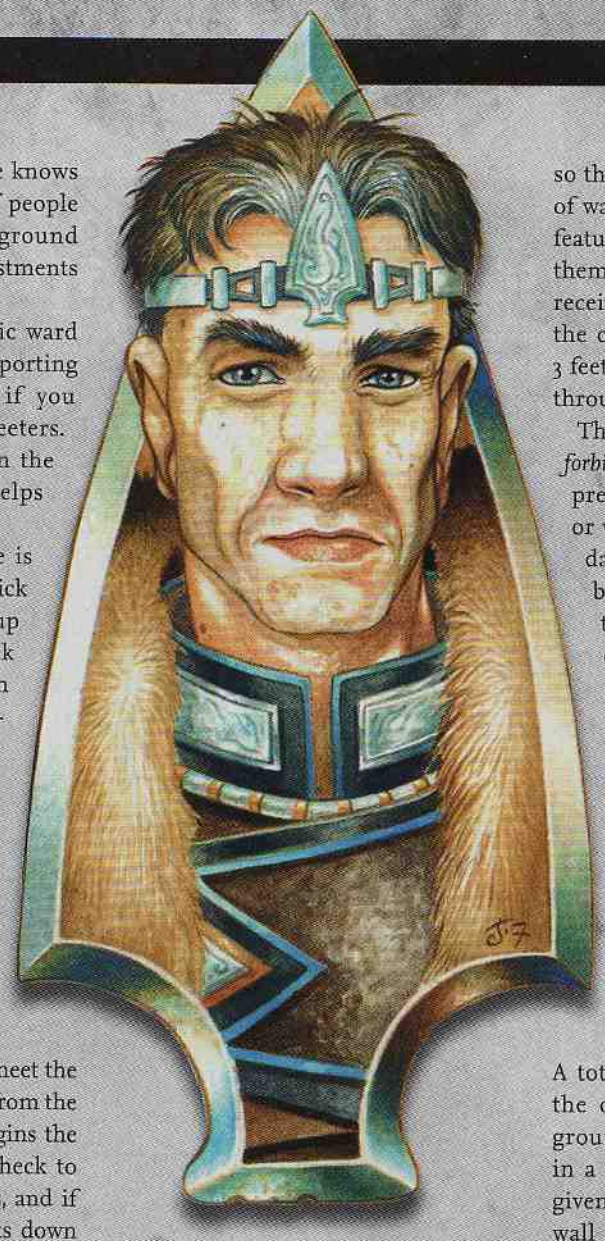
DC 10: Lord Brannick runs the compound and keeps security tight. The compound is protected by numerous guards and spells, and bears roam the

grounds at night. Plus everyone knows about the stone golem! Lots of people store things in their underground vaults, and they also deal in investments and loans.

DC 15: The bank has a magic ward that prevents people from teleporting in, but it can also kill you if you don't pay attention to the greeters. Lord Brannick is very active in the community and sometimes helps fellow dwarves in need.

DC 20: Lord Brannick's wife is having an affair, and Lord Brannick doesn't know about it. (A follow-up DC 15 Gather Information check uncovers that the affair is with Flindal Knocknoggin d'Sivis—see area **9** for more details.)

DC 25: Rurin d'Sivis has cut shady deals with people before, agreeing to smuggle items in and out of the bank or falsify contracts. He works at the bank notarizing documents (see area **10**).



Solinthas

MEETING RURIN

Solinthas arranges for Rurin to meet the party in Passage, somewhere far from the dwarven quarter. The gnome begins the meeting with a Sense Motive check to determine the party's intentions, and if they seem legit, immediately gets down to business.

Rurin is willing to help the PCs break into the bank for a fee of 2,000 gp. His help comes in two forms. First, he provides basic information about the layout of the bank and its security features, including the *forbiddance* spell and its password, the bears on the grounds, the guard rotation, and the existence of the invisible stalker (though he doesn't know exactly where it resides). He's also one of the employees in charge of maintaining the *keycharms*, and as such is able to tell the PCs about the procedure for opening the strongboxes, which requires both the individual's *keycharm* and one of two vault security *keycharms*. One of these is kept in the vault security office, and the other is carried by Lord Brannick himself. Rurin advises the party to stage their assault at night, when most of the staff has gone home.

Secondly, Rurin tells the party about the loose window in his office. He agrees to leave his door unlocked on a specified night several days later, and to instruct his tool swarm to stand down, but beyond that the party is on its own—he plans to remain in the dining hall to ensure his alibi if things go wrong.

INSIDE THE COMPOUND

All interior walls in the compound are made of 1-foot-thick stone. Doors are normal wooden doors with average locks (DC 25 to open) unless noted otherwise. Secret doors require a DC 20 Search check to discover and are locked with good locks (Open Lock DC 30).

Everburning torches light the interior, built into the walls and spaced so that there is never more than 15 feet of wall without one. These tiny alcoves feature sliding metal shutters to cover them if needed. The ground floor also receives sunlight through windows in the ceiling during the day. Floors are 3 feet thick, and ceilings are 18 feet tall throughout the complex.

The main building is warded with a *forbiddance* spell (caster level 11), which prevents any extraplanar travel into or within the building. It also causes damage to anyone who enters the building with an alignment other than lawful neutral. It deals 6d6 damage to LG, N, CN and LE creatures, and 12d6 damage to NG, CG, NE and CE creatures. A DC 19 Will save halves the damage, and all damage is avoided by speaking the password "Kundarak" while entering the building.

All personnel in the compound are clerks (male and female dwarf expert 2) unless otherwise noted.

GUARD PATROLS (EL 5)

A total of 30 guards live and work in the compound. The guards work in groups of six, and patrol and sleep in a complex circuit of shifts. At any given time, there is one patrol on the wall (areas **1** and **2**), one on the main business floor, one manning the vault guard stations (areas **39** and **40**) and one on call on the residential level. The final group is generally left free to sleep in the barracks (areas **24–25**) or enjoy its downtime in the town itself. Every six hours the guards rotate, with the vault guards going on call and the off-duty guards taking over the walls.

If an alarm is raised, all active guards begin patrolling their levels with renewed vigor, the on-call guards take 1d4 minutes to rush to the origin of the alarm, and the guards relaxing in town are recalled, arriving within an hour. Each guard carries keys to all the normal doors in the building. If for some reason the guards do not seem able to handle a particular threat, Lord Brannick himself steps in to assist them (see area **6**).

The Kundarak Compound
Skylights
15
14
13
16
17
12
11
10
9
7c
8
7d
7b
7a
7
6
5
3
4
2
1
S
N
Level 2 Residential
23
24
25
26
20
19
27
22
18
ai
28c
20a
21
b
31
30
29
Level 3 Vaults
40
36
40
40
34
37
35
33
32
41
38
38
38
38
39
40
One square = 5 feet

Unless otherwise noted, the guards in charge of any given area patrol it randomly in ones and twos—feel free to place them wherever you like and have them stumble across the PCs at tense moments or if the party dallies too long in a given area. The guards are unused to dealing with anything more severe than an unsatisfied customer, and will first ask intruders to stop and surrender, responding to resistance or attempts to flee with non-lethal force. The guards only resort to dealing lethal damage if their foe does first, or if non-lethal attacks prove ineffective.

GUARDS **CR 1**

Male dwarf warrior 2

LN Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Dwarven

AC 17, touch 10, flat-footed 17; +4 vs. giants

hp 13 (2 HD)

Fort +5 (+7 vs. poison), **Ref** +0, **Will** +0; +2 vs. spells

Spd 20 ft.

Melee mwk dwarven waraxe +4 (1d10+1/×3)

Ranged mwk heavy crossbow +3 (1d10/19–20 plus sleep)

Base Atk +2; **Grp** +3

Atk Options +1 on attacks vs. orcs and goblinoids

Combat Gear *potion of cure light wounds*

Abilities Str 13, Dex 11, Con 14, Int 9, Wis 10, Cha 6

SQ stability, stonecunning

Feats Alertness

Skills Intimidate +2, Listen +2, Spot +2

Possessions combat gear, masterwork banded mail, buckler, masterwork heavy crossbow with 10 *sleep* bolts, masterwork dwarven waraxe, key ring

1. THE OUTER WALL

This is a masonry wall 5 feet thick and 10 feet high. It extends 10 feet underground, where it meets bedrock. The top of the wall has a walkway with a parapet. Guards patrol the wall in pairs as described below.

2. THE GATEHOUSE (EL 5)

This 20-foot-tall masonry structure is the only legitimate entrance to the House Kundarak compound. Two portcullises are kept open during daylight hours and closed at night. Members of the household must call up to the guards to be let in at night.

Stairs just inside the gateway lead to the upper level, which is one large room. Doorways lead out onto the tops of the walls, and two large winches operate the portcullises below. Raising a portcullis requires a DC 20 Strength check (up to four people may work together) and takes two rounds. Lowering one carefully also takes two rounds but only requires a DC 5 Strength check, or the mechanism can be released, in which case the gate crashes down immediately.

Creatures: One unit of guards is stationed on the wall at all times and patrols in pairs, with one pair relaxing in the gatehouse while the other two pairs walk the walls. Each pair travels counterclockwise around the wall, moving 40 feet per round. When one team returns to the gatehouse, a new pair heads out on the following round. The second pair is on the opposite side of the wall at that time.

Guards (6); hp 13 each; see page 21.

3. THE GROUNDS

A broad gravel path extends from the gatehouse to the stone ramp on the front of the main building. The surrounding grounds are grassy and well maintained, with several shrubs and one decorative tree. On either side of the entrance platform the ground slopes up 3 feet so that the ground around the main building is at the same height as the platform. During the night, the magebred bears from area 4 wander freely on the grounds.

4. BEAR DEN (EL 6)

Four magebred black bears are kept here during daytime hours. After the main gates to the compound are closed at sunset, the bears are released. Modified for speed, the bears' legs have been bent and twisted to twice their normal length. The guards on the wall throw down bits of food here and there around the grounds, encouraging the bears to wander. The bears obey the commands of Lord Brannick or any of the guard patrol leaders, and know the following tricks: attack, come, defend, down, guard, and seek. The bears recognize and ignore anyone who lives in the compound, but will attack anyone else they meet on the grounds at night.

MAGEBRED BLACK BEARS (4) **CR 2**
N Medium animal
EBERRON Campaign Setting 295
Init +3; **Senses** low-light vision, scent; **Listen** +6, **Spot** +6
AC 17, touch 13, flat-footed 14
hp 22 (3 HD)
Fort +6, **Ref** +6, **Will** +2
Spd 50 ft.
Melee 2 claws +7 (1d4+5) and bite +2 (1d6+2)
Base Atk +2; **Grp** +7
Abilities Str 21, Dex 17, Con 17, Int 2, Wis 12, Cha 6
Feats Endurance, Run, Alertness
Skills Climb +5, Listen +6, Spot +6, Swim +9

5. THE ENTRANCE

The entrance platform is a simple but impressive stone porch. The floor and roof are each a single slab of stone three feet thick, the roof supported by a series of pillars eighteen feet tall and two feet in diameter. The walls, pillars, floor, ceiling, and doors are all covered with elegant geometrical designs.

The massive double doors are made of 3-inch-thick steel. It requires a DC 15 Strength check to open them (a duty normally performed by the statue in **7a**). During the day the doors are kept open except in the most extreme weather. At night the doors are closed and barred from the inside. Residents of the compound who need to enter or leave at night must ask the guards on duty to have the door opened for them. There is a speaking tube that transmits anything spoken into it to area **7c** via a permanent *whispering wind* effect.

During the day a clerk stationed here warns customers to say the word "Kundarak" as they enter the building. This is the password to avoid taking damage from the *forbiddance* spell that protects the main building. The dwarf on duty gladly explains that protective spells will destroy anyone who doesn't say the password.

6. THE MAIN BUILDING

The outer walls of the main building are rough but seamless (Climb DC 25). The walls are magically constructed and reinforced by an internal grid of iron bars, as are the roof and sub-basement floor. The bars are 1 inch thick and spaced 4 inches apart, both vertically and horizontally. Magically treated glass skylights 3 feet across dot the ceiling, held in place by *sovereign glue*.

Stone Walls: 1 ft. thick; hp 360; Hardness 16; Break DC 65.

Skylights: 1 in. thick; hp 60; Hardness 2; Break DC 25.

7. LOBBY

This large open area is supported by six columns. The most immediately arresting feature is the statue directly across from the entrance (**7a**). A few small benches are built into the walls for customers who need to wait for service.

During the day, four dwarves are stationed in the lobby to greet customers and inquire as to their business. The dwarves then direct them to the appropriate part of the bank. Matters such as exchanging money, buying letters of credit, or depositing or withdrawing funds are taken care of by the clerks at the counter in **7d**. Lady Thorina d'Kundarak deals with investments and loans in area **9**, and strongbox rentals are dealt with by Chollak (area **12**). People applying for jobs are directed to Lord Brannick (area **13**).

7A. THE GUARDIAN (EL 3)

Creature: An animated stone statue stands in front of the doors to the lift platform. It is carved to resemble a 9-foot-tall dwarf wearing a chain shirt. During the day the statue maintains its guard position unless ordered to do something else by one of the guards or Lord Brannick. It looks around and shifts its position occasionally, intentionally demonstrating that it is animated. Standard orders consist of opening and closing the main door and operating the winch mechanism for the lift platform (area **8**).

At night the statue attacks anyone other than a recognized resident of the compound who enters the lobby. Although it cannot see invisible creatures, it attacks if it hears someone that it can't see. Otherwise it behaves exactly as it does in the daytime. The statue does not leave the lobby under any circumstances.

Animated Statue hp 52; *Monster Manual* 14 (Large animated object).

7B. PUBLIC STAIRS DOWN

These stairs spiral down two levels to the vaults, completely bypassing the residential level. These stairs and the House Kundarak stairs (area **17**) spiral around the same axis but never meet.

7C. LOBBY SECURITY (EL 2)

This area is separated from the rest of the lobby by a 3-foot-tall counter with iron bars extending to the ceiling. This room has 3 speaking tubes that transmit messages by *whispering wind* to areas **5**, **14**, and **39**. The door leading north to area **16** is locked.

Creatures: Two of the guards from the unit stationed on this floor remain here at all times. They carefully watch the lobby for intruders or suspicious individuals, and direct the other guards to question any customer who moves toward the stairs (area **7b**) without first speaking to one of the dwarves in the lobby. In a fight, the guards use the counter as cover against enemies in the lobby. The rest of their unit is in area **14** or patrolling the lobby normally.

Guards (2): hp 13 each, see page 21.

7D. BANK SERVICE AREA

This area is separated from the rest of the lobby by a 3-foot-tall counter with iron bars extending to the ceiling. During the day four to eight dwarves (expert 2) are stationed here to help customers with basic banking needs. The door leading from here to area **16** is locked.

Each clerk here has a small metal chest containing coins, gems, documents, etc.

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for performing transactions. These boxes are emptied every night and refilled every morning, the contents stored in the House Kundarak Vault in area **38**.

8. LIFT PLATFORM

This lift platform is used by House Kundarak and customers who have rented vaults to transport large items to the vault level. The doors to this area are of a design similar to area **5**. A mechanism inside the shaft automatically bars the door when the lift is lowered and unbars it when the lift is at the top. The platform is an adamantine sheet supported by four chains connected to a winch, and complex gears allow anyone to easily raise or lower the platform down the shaft to area **32**, bypassing the residential level. The winch crank is set into the wall outside the door here, where it is normally operated by the statue, and does not work while the doors are opened. When not in use, the platform is left in the lowered position.

9. LADY THORINA'S OFFICE

Lady Thorina (LN female dwarf expert 4) is Lord Brannick's wife. She works here during the day, assessing loan applications and assisting clients in making investments. Nothing of value is kept in her office.

Lady Thorina is engaged in an affair with Flindal Knocknoggin d'Sivis (see area **11**). They meet here almost every night, and a DC 20 Listen check through a door (30 through a wall) detects the two lovers at their trysting. Anyone openly entering the room finds them with their clothes in disarray, looking surprised and embarrassed. Thorina and Flindal are extremely fearful of being caught, and any threat of revealing their secret buys their silence unless the PCs harm someone, in which case Thorina claims to have encountered the party while working late. Neither Lady Thorina nor Flindal actively assists the PCs unless the other is threatened with violence.

10. RURIN'S OFFICE (EL 7)

Creatures: Rurin d'Sivis works here during the day, notarizing official documents and casting *arcane mark* on the *keycharms* used for the strongboxes and vaults. His office is cluttered with odds and ends, and books and papers are piled haphazardly on the desk. Hundreds of Tiny animated objects move about the room, some performing small tasks, but most wandering mindlessly. These constructs follow Rurin's commands to the best of their ability, and as a whole they constitute a tool swarm (see Appendix). Rurin created the swarm accidentally while trying to activate a golem manual.

Rurin has used *universal solvent* to remove the *sovereign glue* on the 3-foot-square skylight in his office ceiling, allowing it to be opened. Noticing that this window is loose is the same as finding a normal secret door (Search DC 20), and a DC 10 Strength check is required to pry it open. Anyone entering through the window is subject to the effects of *forbiddance*.

RURIN D'SIVIS **CR 4**

M gnome magewright 5
LN Small humanoid
EBERRON Campaign Setting 257

Init +2; **Senses** low-light vision; Listen +3, Spot +1
Languages Common, Dwarven, Gnome, Elven

AC 13, touch 13, flat-footed 11; +4 vs. giants
hp 19 (5 HD)
Fort +3, **Ref** +4, **Will** +6

Spd 20 ft.
Melee dagger +1 (1d3–2/19–20)
Base Atk +2; **Grp** –4
Atk Options +1 vs. kobolds and goblinoids
Combat Gear *eternal wand of magic missile* (CL 1st, 2/day), *pearl of power* (1st level)
Spells Prepared (CL 5th; +1 melee touch, +5 ranged touch)
2nd—*arcane lock*, *whispering wind*
1st—*erase* (3)
0—*arcane mark* (2), *mending*
Spell-Like Abilities (CL 1st; +1 melee touch, +5 ranged touch)
1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals* (burrowing mammals only)
2/day—*arcane mark*

Abilities Str 6, Dex 14, Con 13, Int 15, Wis 12, Cha 13
SQ gnome traits
Feats Least Dragonmark (mark of scribing), Scribe Scroll
Skills Concentration +9, Spellcraft +10 (+12 to decipher scrolls), Use Magic Device +9 (+11 involving scrolls)
Possessions combat gear, *cloak of resistance +1*

Tool Swarm; hp 55; see page 29.

11. FLINDAL KNOCKNOGGIN'S OFFICE

Flindal Knocknoggin d'Sivis (male gnome expert 3) is the bank's main liaison to House Sivis and takes care of most of its communication needs. Flindal is having an affair with Lady Thorina (see area **9**).

12. CHOLLAK'S OFFICE

This office is tidy and sparsely furnished. **Chollak d'Kundarak** (male dwarf expert 5) is responsible for renting out the vaults and strongboxes. Chollak has a house outside the compound and returns there every evening.

Strongboxes and vaults are rented monthly based on size, ranging from 10 gp for a box the size of several books to 250 gp for the largest vaults in area **38**. Strongbox renters are issued a *keycharm* for their strongbox inscribed with a unique, invisible *arcane mark*. For detailed strongbox procedures, see area **36**.

Delphis arranged for his strongbox fees to be automatically deducted from his financial account, and left enough money on deposit with House Kundarak to maintain his strongbox for several years.

House Kundarak also provides a service in which items are stored magically and accessed by a password at any bank branch in Khorvaire. Up to 10 pounds can be stored in this manner at a cost of 10 gp per day. Lord Brannick is not fond of this service, as the bank must circumvent its own *forbiddance* spell's security in order to provide it (see area **41**).

If the PCs rent a strongbox, Chollak gives them the appropriate *keycharm* and accompanies them to the vault level while explaining the security procedures, omitting anything (such as the invisible stalker) that they wouldn't need to know while following proper protocol.

If the PCs attempt to disguise one of their members as Delphis, they'll not only have to fool Chollak with the disguise

(since he recognizes Delphis on sight, his Spot check to see through a disguise is +13), but will also need to give Chollak the correct password—"Devaskus." This was the name of one of Delphis' childhood pets, and barring powerful divination magic, the only way the PCs can learn this password is by discovering it in the large ledger that Chollak keeps in the main security office (area 14).

13. LORD BRANNICK'S OFFICE (EL 6)

Lord Brannick's office contains a large desk, a few chairs, and several bookshelves filled with dwarven family histories and lineages. A large cupboard is well stocked with drinks and glasses. Lord Brannick remains here during the day and deals primarily with high profile customers, internal House Kundarak issues, and matters pertaining to the local dwarven community.

Lord Brannick's initial attitude toward members of House Kundarak or House Sivis who ask for employment is indifferent. If his attitude is adjusted to helpful, he offers the applicant a job at the compound. Dwarves get a +2 bonus on Diplomacy checks dealing with Lord Brannick, as do characters with a dragonmark of warding or scribing, or the feat Favored in House (Kundarak). These bonuses stack. If Lord Brannick's attitude becomes unfriendly at any point, he calls for guards to escort the offender out of the compound. All other applicants are turned away without exception.

Anyone offered a job is subjected to a basic security interview, in which Lord Brannick casts *zone of truth* and then asks a series of questions about the character's intentions and history. If he or she declines to be interviewed, Lord Brannick immediately becomes hostile and has them escorted out, putting the guards on alert for the following week. If Lord Brannick is satisfied by the answers given, the character is assigned a position suited to his or her abilities.

Lord Brannick keeps a vault security *keycharm* on a chain around his neck at all times, even while sleeping.

LORD BRANNICK D'KUNDARAK **CR 6**

Male dwarf cleric 6 (Sovereign Host)
LN Medium humanoid
Init –1; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common, Dwarven

AC 13, touch 10, flat-footed 13; +4 vs. giants
hp 42 (6 HD)
Fort +7 (+9 vs. poison), **Ref** +1, **Will** +8; +2 vs. spells

Spd 20 ft.
Melee mwk morningstar +6 (1d8+1)
Base Atk +4; **Grp** +5
Special actions turn undead 4/day (+1, 2d6+7), protective ward
Spells Prepared (CL 6th; +5 melee touch, +3 ranged touch)
3rd—*dispel magic, invisibility purge, magic vestment, tongues*[D]
2nd—*hold person* (DC 15), *make whole, sound burst* (DC 15), *spiritual weapon, zone of truth*[D] (DC 15)
1st—*bless, command* (DC 14), *protection from chaos* (DC 14), *protection from evil* (DC 14), *sanctuary*[D] (DC 14)
0—*detect magic, detect poison, guidance, purify food and drink, resistance*
D domain spell; **Domains** Commerce, Protection
Spell-like Abilities (CL 1st)
1/day—*arcane lock*

Abilities Str 12, Dex 8, Con 15, Int 10, Wis 16, Cha 12
SQ stability, stonecunning
Feats Favored in House (Kundarak), Least Dragonmark (mark of warding), Negotiator
Skills Diplomacy +11, Profession (banker) +7 (+17 to earn a living), Sense Motive +11
Possessions *cloak of resistance +1, +1 heavy steel shield*, masterwork morningstar, *ring of protection +1*, vault security *keycharm*, key ring

14. MAIN SECURITY OFFICE (EL 2)

This is the main security office for the compound. Two guards are stationed here at all times. The doors leading to areas 7 and 17 are locked with *arcane lock* spells. The north door is locked with a good lock (DC 30).

The room is divided into two sections by a 3-foot-tall counter with iron bars extending to the ceiling. The guards remain in the north half of the room. A lever under the counter can bypass

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THE TIGERBREATH CRUCIBLE

The *Tigerbreath Crucible* is an adamantine amulet with an apparent value of 1,000 gp, although a collector of Xen'drik artifacts might pay up to twice that. The back side of the amulet is covered with runes in ancient Giant warning about its inhabitant. Inside the amulet is a large ruby with a value of 20,000 gp. The ruby contains the trapped soul of Tyrankalis, a powerful rakshasa (rakshasa sorcerer 12).

the *arcane locks* on the southern doors, but only one may be bypassed at a time. Speaking tubes on the west wall deliver messages to and from areas **7c** and **39** via a permanent *whispering wind* effect.

A locked footlocker under the counter (Open Lock DC 30) contains several ledgers protected by secret page spells. Without the proper password ("Veelviir"), these ledgers appear blank. They actually contain lists of passwords, each associated with a specific strongbox number. If the PCs check the entry for strongbox #237, they note the password is "Devaskus."

Creatures: The guards are careful to only allow employees of the bank into area **17**.

Guards (2): hp 13 each; see page 21.

15. OFFICE SECURITY PASSAGE

This passageway allows House Kundarak officials to travel to and from their offices out of the public eye. Documents and valuables are usually transferred through this hallway.

16. MAIN OFFICE

This room is filled with desks, shelves, and cabinets. During the day 8–12 clerks are on duty here at any given time. All of the records are written in Dwarven.

17. HOUSE KUNDARAK STAIRS

These stairs lead down to area **20**. They spiral around the same axis as the public stairs (area **7b**) but never connect to them.

18. LIFT PLATFORM SHAFT

See area **8**.

19. PUBLIC STAIRWAY

See area **7b**.

20. MAIN HALLWAY

This hallway leads to the various rooms on the residential level.

20A. HOUSE KUNDARAK STAIRWAY

A small landing opens into the residential level from the stairway. The stairs lead north down to area **34** and east up to area **17**.

21. DINING HALL

Several tables and chairs fill this large dining hall. During the day, this room is crowded with dwarves eating and socializing. At night it usually contains only a few members of the on-call guard unit.

22. LIVING QUARTERS

This living space is divided into two floors. The door opens into a sitting area, and stairs lead up to a loft sleeping area. Several clerks share this space.

23. LORD BRANNICK'S CHAMBERS

This living space is divided into a main floor and a loft. The furnishings are of finer quality than most of the other rooms, but still simple.

Lord Brannick and Lady Thorina live here, although they spend little time here other than to sleep. At night Lord Brannick is always here sleeping, but Lady Thorina is often in her office (area **9**). Moving through this room at night without waking Lord Brannick requires a Move Silently check opposed by his Listen check (with a –10 penalty for sleeping). Removing the vault security *keycharm* from around his neck without waking him requires a DC 20 Sleight of Hand check.

24–25. BARRACKS

The lower sections of these rooms act as dressing rooms, and the lofts contain bunks for the guards. At any given time, several members of the on-call patrol group are sleeping and lounging in these rooms.

26. LIVING QUARTERS

See area **22**.

27. HOUSE SIVIS LIVING QUARTERS

Like the other living quarters on this level, this room is subdivided into a main floor sitting area and a loft with sleeping quarters. A ladder provides access to the loft. Flindal Knocknoggin d'Sivis (area **11**) and Rurin d'Sivis (area **10**) share this space. Rurin is aware that Flindal often goes out late at night, but doesn't know why. Flindal is unaware of Rurin's underhanded dealings.

28. WATER CHAMBER

This chamber houses the compound's main water supply. Suspended overhead is a large tank that is continuously filled by a *decanter of endless water*. Pipes lead from the tank to the various parts of the room, as well as to areas **29** and **31**. Excess water drains into the sewer.

28A. PRIVY

A steady stream of water carries waste from these toilets. Any object smaller than a few inches in diameter that's dropped in a toilet is dumped into the city's main sewer line in 1d4+3 minutes.

28B. SHOWER

A pull chain dispenses cold water in these simple showers.

28C. WASHSTAND

A trickle of water flows steadily into this basin and down a narrow drain, which empties into the sewer. The drain can be plugged with a cork that sits on the edge of the basin.

29. LAUNDRY

This room contains two large laundry tubs and racks for hanging wet clothes. During the day there are 2–4 household staff at work here.

30. STORAGE

This room is piled with barrels, boxes, and bags containing a variety of foodstuffs, cleaning supplies, and other basic household goods. Shelves line the upper walls, stocked with smaller containers.

31. KITCHEN

This room contains a large stove and washtub, as well as counters and cupboards filled with kitchen implements. During the day this room is always busy with kitchen workers preparing food and cleaning dishes. At night a large pot of stew and several loaves of bread are left for the night patrols.

32. LIFT PLATFORM

The floor on the vault level is recessed, making all ceilings here 20 feet high. See area **8** for lift details.

33. VAULT ENTRANCE (EL 3)

The public access stairs (area **7b**) lead down to this area. A barred window disrupts the north wall, and large double doors lead east and west. The doors to the east lead to the lift platform (area **32**).

During the day, a guard greets customers through the window in the north wall (see area **40**). He can have the door to area **35** opened for them.

Trap: The doors to the west are made of 1-inch-thick steel and secured by an *arcane lock* spell and a *fire trap*. The spells can be bypassed from area **39** with one of the vault security *keycharms* held by Brannick and the guards in the vault security office.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save for half damage); Search DC 15; Disable Device DC 27.

34. VAULT SECURITY PASSAGE

This passage connects all of the vault guard stations to the vault security room. It does not connect to the public area of the vaults.

35. VAULT CHAMBERS (EL 7)

Creature: An invisible stalker lives in this chamber and roams the public section of the vaults. During the day, it keeps to the ceiling and only attacks anyone who tries to climb up the walls. When the bank closes, Lord Brannick puts it on guard, causing it to attack anyone in the vault area unless ordered not to by a guard.

If the invisible stalker is destroyed, it's a long time before anyone notices. Lord Brannick continues to order it on guard every night, assuming it is still present.

Invisible Stalker: hp 52, *Monster Manual* 160.

36. STRONGBOXES (EL 3)

This area holds all of the lockboxes that House Kundarak rents out. Each is made of 1-inch-thick steel and secured with a good lock (DC 30), an *arcane lock* spell, and a *fire trap*. Using the correct *keycharm* bypasses the spells and the lock, but a mechanism does not allow the *keycharm* to be used unless the vault security *keycharm* is used

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in area **39**. Attempting to do so without use of the vault security *keycharm* triggers the trap. Delphis' lockbox is number 237.

Trap: The lockbox contains another small steel box, which has an *arcane lock* and a shocking trap on it. These spells were placed by Delphis, and the bank officials know nothing about them. Inside is Tyrankalis's prison, the *Tigerbreath Crucible*.

The contents of the other strongboxes are beyond the scope of this adventure, but while many may contain expensive jewelry and other precious items, others undoubtedly contain legal documents of little value to the party, as well as unknown traps.

***Fire trap*:** see area **33**.

Shock trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*shocking grasp*, 3rd-level wizard, 3d6 electricity, DC 16 Reflex save for half); Search DC 26; Disable Device DC 26.

37—38. PRIMARY VAULTS

The contents of these vaults are beyond the scope of this adventure, but can certainly be used to springboard other adventrues as you see fit.

39. VAULT SECURITY OFFICE

This room acts as the central guard station for the vault level. It contains speaking tubes that deliver messages to and from areas **7c**, **14**, and **40** via a permanent *whispering wind* effect.

The west wall holds over a thousand numbered key slots. The vault security *keycharm* fits any of the slots and bypasses a security feature associated with the slot. There are slots for the doors in **33** and **41**, as well as a slot for each vault and lockbox. The door key slots bypass the spells warding each door. The vault and lockbox slots allow the *keycharm* for that vault or box to function.

During the day, one of the guards from the vault group remains here with the vault security *keycharm*. The other guards man the sentry stations (area **40**) or patrol the level. At night, the entire patrol remains in the office, as they are afraid of the invisible stalker and have never had an intruder get this far before.

40. SENTRY STATIONS

At these stations barred windows look into the vault area. Beside each window (except the one that looks into area **38**) is a speaking tube that carries messages to and from area **39**. During the day, a guard is stationed at each of these spots. They relay to area **39** when the patrol leader should bypass a security feature in the vault area. At night these stations are left vacant.

41. EXTERIOR VAULT

This vault door is secured by *arcane lock* and two good locks (DC 30). The locks do not unlock unless the bypass *keycharm* is activated in area **39**.

Inside, a chest is attached to the floor. The chest is secured with an amazing lock (DC 40 Open Lock) and *arcane lock*. When the appropriate password is spoken and the chest is opened, it accesses an extra-dimensional storage space. An object of up to 10 pounds can be stored in it and accessed from similar vaults at House Kundarak banks across Khorvaire.

This chamber is outside of the effects of the *forbiddance* spell. Anyone moving from this vault back into area **35** must say the password "Kundarak" or suffer its effects.

If the party pays to use this service of the bank, Chollak (see area **12**) accompanies them here and reminds them to use the password.

BETRAYAL (EL 6)

Shortly after his initial meeting with the PCs, Rurin notices signs that Lord Brannick is catching on to the inconsistencies in various records resulting from Rurin's shady dealings.

Rurin d'Sivis

Terrified of being discovered, Rurin hatches a desperate plan—leaving the window and door open for the PCs as agreed, he gives them time to pass down into the vault areas before returning to his office. When the party attempts to exit the same way they came in, he sounds a general alarm and ambushes them with the assistance of his tool swarm, hoping that killing a pack of red-handed thieves will make Brannick overlook any other suspicious activities. Once combat begins, it takes 4 rounds for the unit of guards on the main floor to arrive.

Rurin makes an effort to stay near the guards in the dining hall until it's time to set up his ambush, but if any PCs interact with him during the break-in, allow them to make a Sense Motive check to notice his anxiety, which he tries to pass off as concern over the break-in.

Rurin d'Sivis: hp 19; see page 24.

Tool Swarm: hp 55; see Appendix.

CONCLUSION

If the PCs recover the amulet and give it to Solinthas, he pays them the agreed-upon reward and may even pay them to accompany him to Flamekeep.

If the PCs stole any of House Kundarak's property or killed or injured anyone at the bank, House Kundarak investigates, using magic and their extensive network to track down the culprits. They do not involve outside authorities in their investigation, as they do not want the public to know that their much-vaunted security has been breached, but may hire mercenaries or assassins to take care of the matter.

Alternately, if the PCs left behind minor signs of their break-in, but did not steal anything noticeable, Lord Brannick simply steps up security and keeps the matter quiet.

Releasing Tyrankalis is beyond the scope of the adventure, but if the party does so, the resulting peril is far beyond anything they're equipped to handle.

APPENDIX: NEW MONSTER

TOOL SWARM

Thousands of small tools, gadgets, knick-knacks, utensils, and odds and ends clatter across the floor, grinding, pinching, and battering everything in their path.

Tool Swarm **CR 5**

Always N Tiny construct (swarm)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

Languages Common (cannot speak)

AC 14, touch 14, flat-footed 12, (+2 size, +2 Dex)

hp 55 (10 HD); hardness 5

Immune swarm traits, construct traits

Fort +3, **Ref** +5, **Will** –2

Spd 20 ft.

Melee swarm 2d6

Space 10 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** —

Atk Options distraction

Abilities Str 2, Dex 14, Con —, Int —, Wis 1, Cha 1

Environment any

Organization solitary

Treasure none

Advancement none

Distraction (Ex) Any living creature that begins its turn with a tool swarm in its space must make a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

A tool swarm is a collection of magically animated tools and other small objects. The nature of the individual items is generally mundane and unimportant, but the sheer number involved makes the tool swarm extremely dangerous. Like any other animated object, it mindlessly follows its creator's orders.

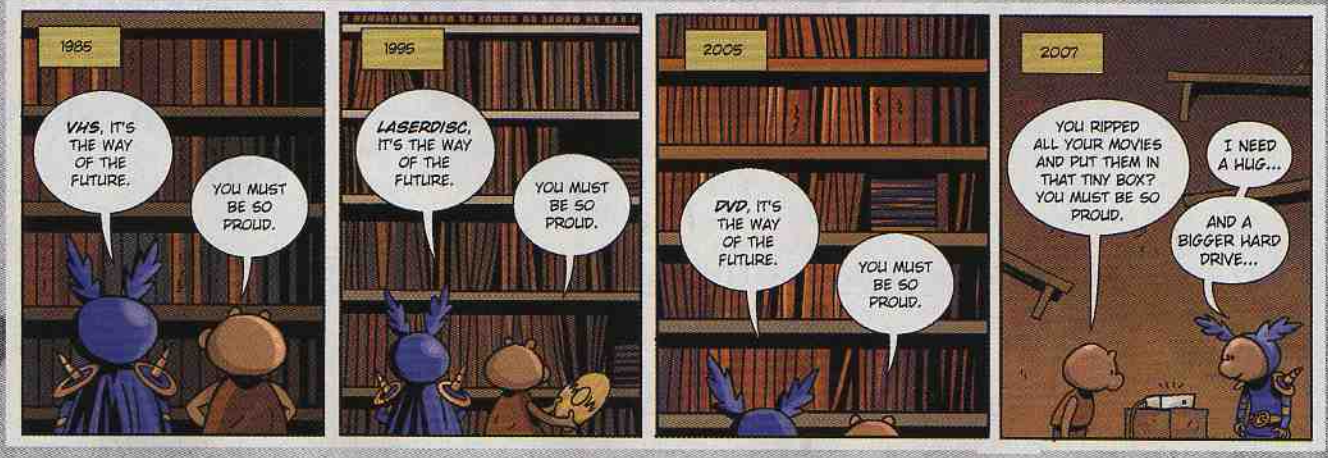
SCALING THE ADVENTURE

3rd–4th level: Reduce each guard patrol to four guards. Replace the invisible stalker with a phantom fungus. Replace the tool swarm with six tiny animated objects. Remember to reduce the total reward to match the encounters.

Craig Shackleton tries hard to prevent real life from interfering too much with his swordfighting and roleplaying. Unfortunately, he often fails. There is no evidence to suggest that Craig has ever robbed a bank.

THE PORTENT

by Peter Bergting


1985
VHS, IT'S THE WAY OF THE FUTURE.
YOU MUST BE SO PROUD.
1995
LASERDISC, IT'S THE WAY OF THE FUTURE.
YOU MUST BE SO PROUD.
2005
DVD, IT'S THE WAY OF THE FUTURE.
YOU MUST BE SO PROUD.
2007
YOU RIPPED ALL YOUR MOVIES AND PUT THEM IN THAT TINY BOX? YOU MUST BE SO PROUD.
I NEED A HUG...
AND A BIGGER HARD DRIVE...

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Dread Pagoda of the Inscrutable Ones

Seeds of Sehan Part 3

BY STEPHEN S. GREER, TOM GANZ, B. MATTHEW CONKLIN III, STEFAN HAPP, AND ASHAVAN DOYON
BY UDON
BY ROB LAZZARETTI

ANY SETTING || MID- LEVEL (6TH–12TH) || DUNGEON CRAWL

To a mind that is still, the whole universe surrenders.
Chuang-Tzu

The terrifying monsters spawned from extraplanar madness lie dead in the dungeon beneath Cair Pahor'an. Their master, a bloated grotesque monstrosity that commanded their unthinking loyalty, has likewise been destroyed. Yet the danger posed by the insidious life form continues to grow. Another mysterious and alien civilization has discovered the addictive substance of Sehan, and even now works to harness its power. But in Sehan the masters of manipulation may have met their match, for now it has an empire to consume.

The final installment of the 3-part Seeds of Sehan campaign arc, "Dread Pagoda of the Inscrutable Ones" is intended for a group of four 10th-level characters.

ADVENTURE BACKGROUND

For centuries, the vast yak-folk empire has gone unnoticed by the outside world. Confined to remote mountain peaks and inaccessible glades and valleys, only the hardiest explorers and most dedicated pilgrims have the perseverance necessary to reach their retreats. In these idyllic hideaways, the yak folk rule. Despite their isolation, the yak folk maintain an intricate network of spies and informants throughout the land, ever alert for threats to their society and new opportunities to expand their power. Taking full advantage of their ability to consume identities, the yak folk have become masters at manipulating politics from behind the scenes. Meanwhile, in the comfortable confines of their mountain pagodas, they are worshiped as divine beings by their slaves.

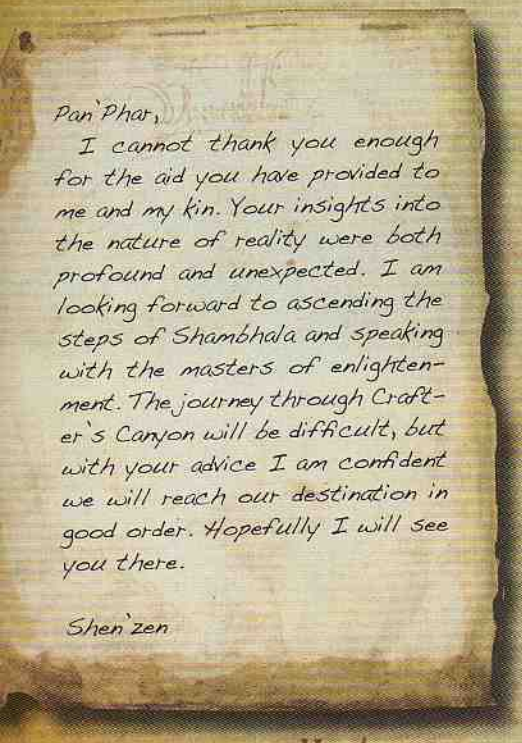
The yak folk enclave Shambhala-na is peaceful, serene, and totally controlled by the master manipulators. This enclave is home to a librarian caste, whose responsibilities include culling the best cultural achievements from other races by kidnapping talented young artists and scholars before their native societies notice them.

But appearances can be deceiving. The spy Arghakot Annapuma recently returned from his mission to Exag and brought with him a sample of a powerful hallucinogenic substance called Sehan. During the yak folk's attempts to experiment on the drug, a mishap caused the accidental infection of one of the enclave's leaders.

As he fights to contain the poison before it destroys his mind, the newest Sehan monstrosity struggles to escape. Madness now festers in the enclave, and Sehan begins to spread throughout the world once again.

ADVENTURE SYNOPSIS

Arghakot (while still disguised as Pan'Phar Thrissek, the drug dealer), arranges for ogres to ambush the characters as they exit the necropolis. If defeated and interrogated, the assailants confess to working for Thrissek, who they last saw riding north with a woman and a mysterious container.


Pan'Phar,
I cannot thank you enough for the aid you have provided to me and my kin. Your insights into the nature of reality were both profound and unexpected. I am looking forward to ascending the steps of Shambhala and speaking with the masters of enlightenment. The journey through Crafter's Canyon will be difficult, but with your advice I am confident we will reach our destination in good order. Hopefully I will see you there.
Shen'zen

Handout 1

Arghakot abandons Thrissek's body to die at the ogre camp. Characters can discover Thrissek's body and glean clues to the Arghakot's destination.

The trail leads to the Pagoda of the Inscrutable Ones. Situated in the heights of Shambhala-na, the pagoda is accessible via a stone staircase etched into the cliff face.

Within the pagoda the yak folk experiments with Sehan have created a horrible monster. In order to destroy the last known remnants of the Sehan entity, the PCs must infiltrate the pagoda and destroy the yak folk's supply as well as the abomination itself.

ADVENTURE HOOKS

If you are running this as a stand-alone adventure, the following hooks can bring the characters into the story.

- On the trail of a Green Welcome drug ring, the PCs learn that Thrissek is a dealer. By the time the characters try to confront him, he has shut down his operation, leaving orders with his minions to kill anyone that comes looking for him. This leads the characters to a run-in with the ogre ambush party.
- An ally of the characters is abducted by yak folk via body melding. Clues lead the characters into the Yatils and eventually to Shambhala-na.

THE TRAIL OF SEHAN

The characters emerge from the necropolis only to discover that the dungeon doesn't always end when you reach the surface.

AMBUSH! (EL 9)

Creatures: The yak folk spy Arghakot has arranged a post-dungeon ambush of a pair of ogres.

Ogre Barbarians (2): hp 79 each; *Monster Manual* 199

Tactics: The ogres have left their campfire burning just over a low hill across from the entrance to Cair Pahor'an. They hope the PCs will move directly up the hill to investagate the fire, allowing them to leap out from among the surrounding rocks and attack from behind.

Treasure: Each of the ambushers has 500 pp (payment from Arghakot), and one of the ogres has a brief note that has physical descriptions of the PCs. There is no signature, but the note bears the personal glyph of Pan'Phar Thrissek. A DC 15 Knowledge (local) or Gather Information check made in Exag is enough to recognize the symbol.

Development: If interrogated, the ogres admit to working for Arghakot, and that he was in fact a yak folk. They know he headed north with a human woman (his janni slave Alyah) several hours ago after leaving his human body behind for the ogres to eat.

The ogres' campsite contains two moldy bags and the butchered corpse of Pan'Phar Thrissek. Arghakot abandoned Thrissek's body here as an additional payment for the hungry ogres and met up with a jann servant mounted on a trained roc. The massive bird's tracks on the ground around the campsite are obvious. A search of Thrissek's body turns up a note, sent to him by the pilgrim leader Khan Shen'zen Ammarat a week ago (see the Exag backdrop in *Dungeon* #145), and forgotten by Arghakot in his haste to return to his people.

If the PCs do not discover Thrissek's body, they may have to resort to divination spells to discover where the Sehan sample was taken. Use the results of these spells to point them in the direction of Crafter's Canyon and Shambhala-na.

CRAFTER'S CANYON

The mysterious Crafter's Canyon provides the only pass north from Exag through the Yatil Mountains to the base of Shambhala-na some 90 miles away. The colossal stone slabs that make up the canyon floor were once cut and fitted by the hands of expert craftsmen, but over the centuries the earth has shifted so that many of the blocks now lie at odd angles while others are buried. The gorge varies from 30 to 50 feet wide, averaging about 40 feet.

Travel within Crafter's Canyon is treacherous. It is filled with elemental spirits, giants, and rocs. It is whispered that the spirits of travelers claimed by flash snowstorms haunt the pass. Every 24 hours there is a 15% chance of an encounter while in the canyon. 15% of these encounters are with pilgrims, otherwise use the cold mountains encounter table on page 90 of the *Dungeon Master's Guide* to determine what the PCs meet. If the pilgrims are encountered, there is a 50% chance they already fighting something else. The pilgrims (N human commoner 3) are lead by Khan Shen'zen Ammarat (LN male human monk 4).

THE STONE FOREST (EL 11)

An ancient stone pagoda-shaped stele erected in honor of the mountain spirits stands in the center of a stone garden at the base of the stairs leading up to Shambhala-na. Known at the Forest of Stone, this garden serves to reinforce the solemnity of enlightenment. It is also the first line of defense for the Dread Pagoda. The yak folk quietly watch the area and attack visibly armed adventurers who approach. Only pilgrims (and those disguised as pilgrims) are allowed to pass. Captured adventurers are questioned and then killed, enslaved, or body melded for use as yak folk spies.

Creatures: Three earth elementals are concealed within the stone here, waiting for orders from the yak folk guard on duty.

The Guardian, male yak folk sorcerer 5: hp 48; see page 37 (Arghakot Annapuma) with the following changes: the guardian does not have a *staff of charming*, replace Weapon Focus (staff) with Weapon Focus (falchion), replace *minor image* with *glitterdust* (DC 17), and replace *identify* with *burning hands* (DC 16).

Huge Earth Elementals (3): hp 152 each; *Monster Manual* 98.

THE 9,999 STEPS TO ENLIGHTENMENT (EL 12)

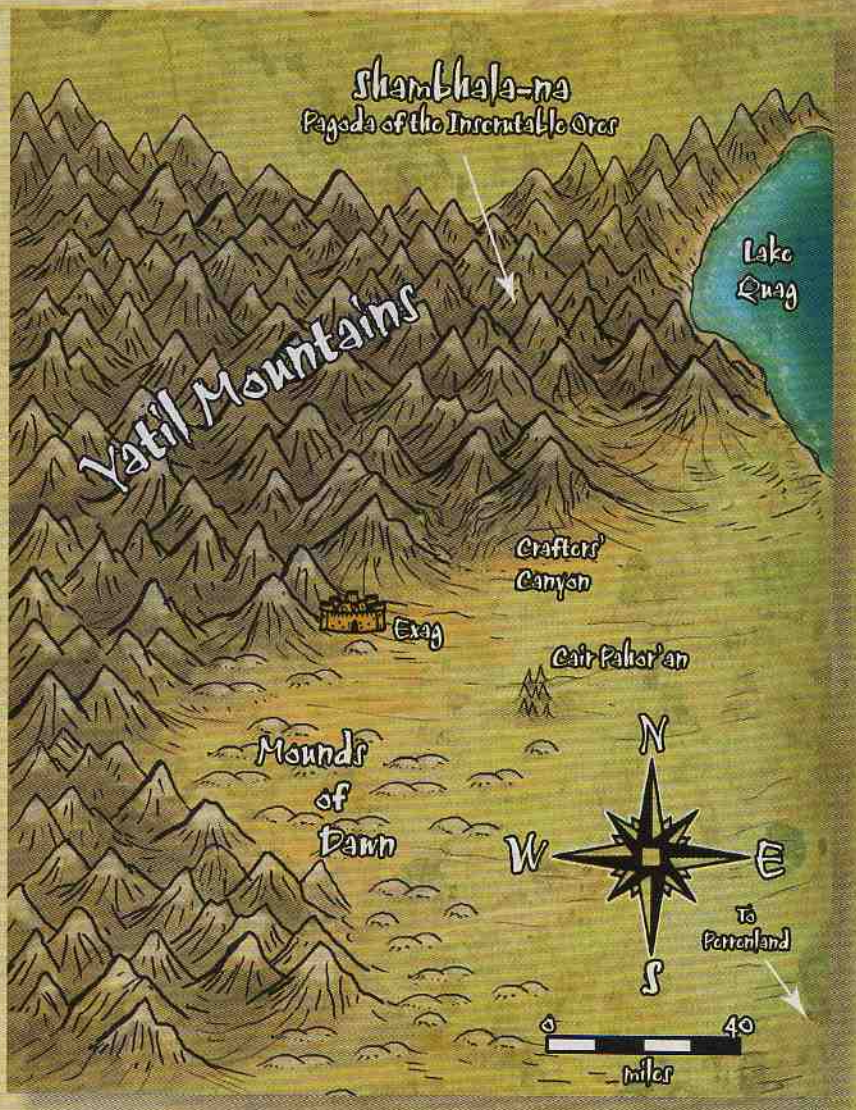
Hewn from the mountain itself, each 10-foot-wide step up the mountain is 1 foot high and relatively shallow (being made for yak folk hooves). Medium and Large characters can progress up at half speed. Such characters attempting to move faster up the steps need to make DC 10 Balance checks (DC 15 if raining or snowing). Failure indicates the character slips and falls prone. Small or smaller characters need to make DC 5 Climb checks, and cannot move quickly up the steps.

Every 1,111 steps a 15-foot-square landing decorated with small stone pagoda-like steles provides a place to rest.

Creatures: Although the yak folk keep domesticated rocs to carry messages or supplies from the lands around their enclave, a few wild ones nest in the area as well. One such pair nests in the cliffs overlooking the stairs. Experience has taught them to leave the yak folk alone, but pilgrims traversing the stairs offer a welcome treat. They swoop down to attack, trying to grab something (preferably a pack animal) to take back to their nest.

Wild Rocs (2): hp 207 each; *Monster Manual* 215.

Treasure: Three hundred feet above the trail, the rocs' nest is visible with a DC 30 Spot check. It takes a series of DC 25 Climb checks to scale the cliff. Within this nest rest a few remains and belongings of past victims, including a threadbare backpack containing 14 gold bars worth 100 gp each.



THE DREAD PAGODA

The staircase opens out onto a broad shelf nestled more than halfway up the side of the mountain. In stark contrast to the icy surroundings, the temperature on the plateau is warm and comfortable. Narrow streams and footpaths wind among well trimmed hedges, small trees, and formal gardens. Pilgrims dressed in plain brown robes meditate throughout the park. The overall atmosphere is one of peaceful contemplation.

In the center of the plateau stands an ornate stone pagoda, painted dark red and green. The building has been sculpted so gracefully that it seems to grow from the plateau like an exotic plant.

The walls of the pagoda are 5-foot-thick stone and almost completely soundproof, to allow for maximum concentration and a millennium of wear. The doors are large, wood-framed paper affairs that slide along wooden tracks set into the doorframe

HELLO, PILGRIM

Perhaps the easiest way for the characters to penetrate the pagoda's defenses is to disguise themselves as pilgrims seeking guidance. The yak folk teach that it is important to embrace the moment and let the past be. Using this philosophy, one can reach enlightenment just as the yak folk have. The yak folk believe that anyone can attain enlightenment, but that enlightenment begins by acknowledging that yak folk are supreme. Most making the pilgrimage to Shambhala-na are ordinary people who believe in peace, understanding, and living in the present. All show reverence to any yak folk they encounter by bowing or kneeling.

The yak folk are no strangers to infiltration, often planting moles among the pilgrims who visit them. Moles can be yak folk melded into actual pilgrims' body, but more frequently a mole is just a pilgrim who has come to accept the yak folk's elitist dogma and helps them because he believes it's best in the long run for all concerned. Moles point out particularly talented or skilled pilgrims for study and "recruitment," as well as informing on those who do not show proper respect. As people who try to "live in the moment," most pilgrims don't bottle up their feelings, but instead vent them as quickly and constructively as possible, after which the devout hold little or no ill feelings.

and floor. The doors along the exterior are fitted with netting rather than paper, allowing fresh air and sunlight in. They also feature heavy red curtains that can be drawn as needed. While frail-looking, the doors are affected by a permanent *ironwood* spell (CL 14th), making them as strong as iron portcullises. The doors are rarely barred, though each doorframe has a set of tabs that locks the door into its current position. The plateau is magically shielded from the ravages of the harsh temperatures and thin air by an effect that mimics *control weather* (CL 20th).

The stairs and doors are scaled to the pagoda's 9-foot-tall yak folk masters. Furniture consists of floor mats and low tables, usually kept stacked along the edge of the room or in hidden compartments. Beds are simply longer, more cushioned mats.

***Ironwood* doors:** Hardness 10; hp 60; Open DC 25; Break DC 28.

1. DOORWAY TO ENLIGHTENMENT (EL 4)

Large sliding wood-frame doors allow entrance to the pagoda. Just inside the door sits a brass gong.

The gong has a permanent *alarm* cast on it that audibly notifies the occupants of areas **6**, **7**, and **10**. A DC 26 Spot check is sufficient to see the peephole between this area and area **6**.

Creatures: One servant is stationed here to welcome new arrivals, announcing their entry by ringing the gong. During the day the gong summons Heskein, the janni major domo, who arrives 2d4 rounds later to arrange for the guests' accommodations.

The epitome of style and gentility, Heskian greets the characters and asks about their business at the pagoda. If the characters are armed (or he has prior warning about them), he dispatches the servant to area **10** to fetch the guards while he shows the PCs around the temple. If the characters are posing as pilgrims and make Bluff checks against his opposed Sense Motive check, he shows them around and arranges for lodging if they plan on staying the night (in area **15** or **22** depending on how important the characters appear to be). If he suspects the characters, he tries to get word to the guards in area **6** or **10**, using his spell-like abilities if necessary.

Servant, human commoner 1: hp 3.

Heskein, male janni: hp 31; AL LE; Profession (bookkeeper) +11, Profession (innkeeper) +11; *Monster Manual* 116.

Development: The ogre mage in area **6** keeps watch on this area during the day.

2. HALL OF THE ENLIGHTENED ONES (EL 10)

This hall is decorated with nineteen large brass statues of bovine-headed monks seated in the lotus position.

Creature: The third statue from the left on the southern wall is actually a brass golem. It has been instructed to attack any non-residents who come down the hall from area **1** and proceed to areas **3** or **5** without first ringing the gong or allowing a servant to do so.

Brass Golem **CR 10**

N Large construct

Monster Manual II 117

Init +0; **Senses** darkvision 60 ft., scent; Spot +1, Listen +1

Languages Common (does not speak)

AC 31, touch 9, flat-footed 31

hp 118 (16 HD); **DR** 10/adamantine

Immune construct traits, magic

Fort +5, **Ref** +5, **Will** +7

Spd 30 ft. (can't run)

Melee +3 *wounding greataxe* +19/+14/+9 (3d6+10/19–20/x3) or gore +16 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +21

Spell-Like Abilities (CL 16th)

1/day—*maze* (DC 16)

Abilities Str 20, Dex 11, Con —, Int 3, Wis 14, Cha 7

Feats Cleave, Great Cleave, Improved Critical (greataxe), Improved Sunder, Power Attack, Track

Skills Survival +21

Possessions +3 *wounding greataxe*

Magic Immunity (Ex) A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, electricity effects slow it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for every 3 points of damage it would have otherwise dealt.

***Maze* (Sp)** A brass golem can freely enter a *maze* spell that it casts, and use its Survival skill to track down its foes within the *maze*.

Skills A brass golem gains a +20 competence bonus on Survival checks for the purpose of tracking a designated foe or in conjunction with any other goal designated by its master. This bonus is not reflected in the stat block.

Tactics: The golem hides its greataxe under its robes until it stands. It uses its *maze* ability before standing if its target is still visible. Against targets that appear unarmed, it attacks to subdue and tries to corral the target in the pagoda. The pagoda yak folk can instruct the golem to do any simple task. Likewise, it can be instructed to kill rather than capture.

3. The Meditation Chamber

This large meditation chamber is adorned with rows of simple mats and plain furniture. Three statues stand on the opposite wall. The center statue is of a yak folk monk in the lotus position with his hands raised, palms out toward the viewer. The smaller statues depict seated human monks going through their devotions, their eyes closed.

This is the meditation chamber that most visitors see when they arrive. The scene is meant to represent the ignorance of humans (and other humanoids in general) for not listening to the yak folk. The humans are so intent upon their selfish quest for enlightenment that they do not acknowledge the enlightened yak folk in their midst.

4. Inner Meditation Chamber

This chamber seems much like the previous meditation chamber except that the statues are in different poses. In this room the statue of the yak folk remains the same except that it holds a silk ribbon in its right hand trailing to the neck of the human statue on that side. The statue of the human is portrayed on all fours with the yak folk guiding it. The human statue to the left is in a similar prayer posture to the ones in room 3, but this statue sports short horns and is otherwise disfigured to look like a yak folk. This represents the two ways that the yak folk use humanoids: possession and slavery.

5. Hallway

A stairwell here leads up to the second floor. The doors to area 6 are solid *ironwood* with a decorative lion design carved into them. They are locked (Open Lock DC 25).

6. Guard Room (EL 10 or 11)

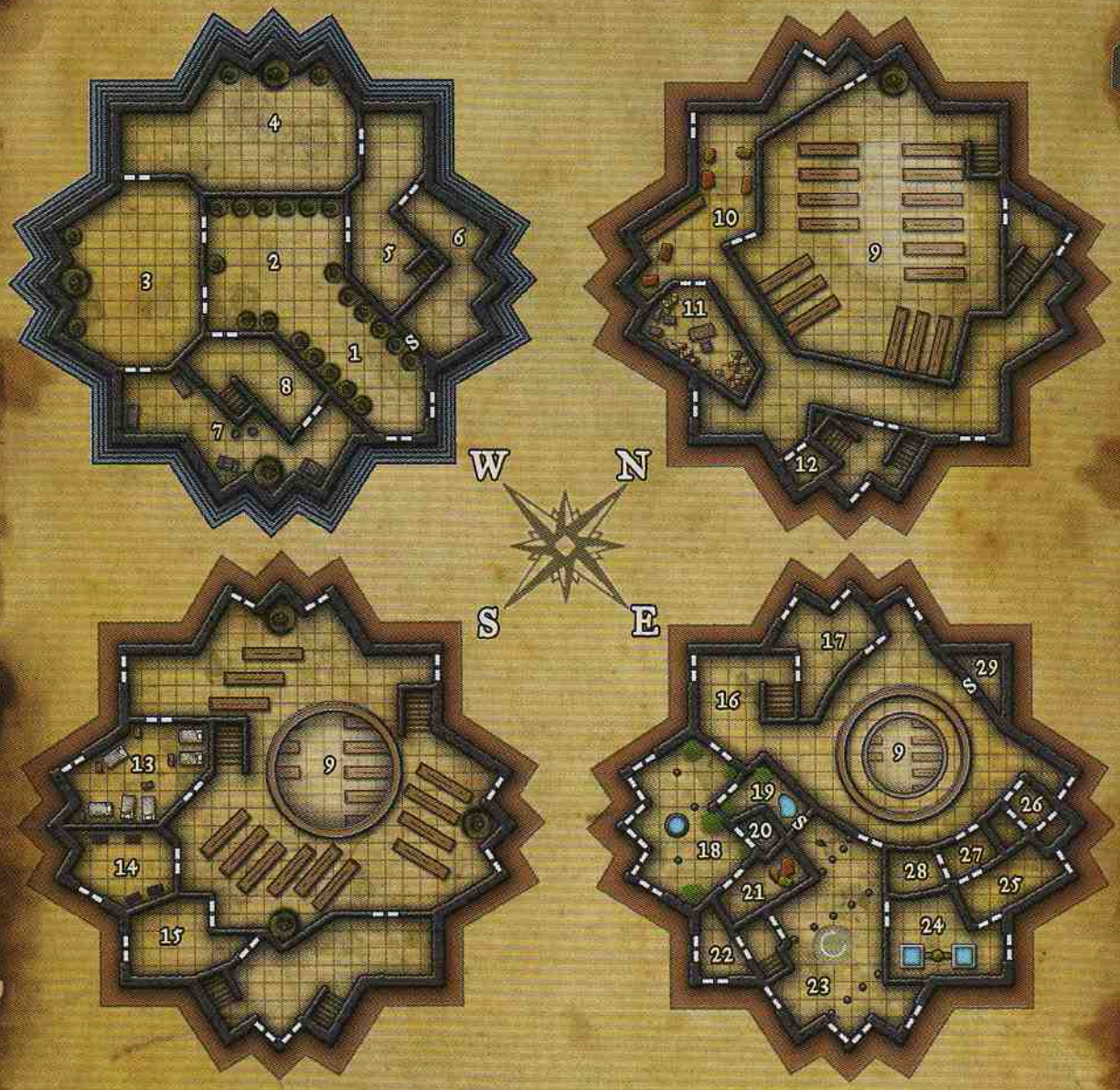
This plain, oddly shaped room is completely bare of any furnishings. The floor and walls are unadorned.

The north end of this room is a common area for the ogre mage guards and visiting yak folk spies. Personal belongings, supplies, and bed mats are stored in hidden floor and wall compartments (Search DC 22) when not in use.

The southern end of the area is a guardroom used by the ogre mages to watch for potential troublemakers entering the pagoda. They have a small, high peephole from which to observe the entryway.

A DC 26 Spot check is sufficient to see the peephole.

Pagoda of the Inscrutable Ones



One square = 5 feet

If Arghakot has survived, he is here with his janni slave Alyah, awaiting new orders.

Arghakot Annapuma **CR 7**

Male yak folk sorcerer 5
NE Large monstrous humanoid
Monster Manual II 200
Init +6; **Senses** darkvision 60 ft.; Spot +5 (+8 in shadows), Listen +5
Languages Common, Draconic, Flan

AC 20, touch 13, flat-footed 18
hp 48 (10 HD)
Fort +3, **Ref** +7, **Will** +11

Spd 30 ft.
Melee *staff of charming* +13/+8 (1d6+7) or *+1 falchion* melee +12/+7 (2d4+7/18–20)
Ranged +9/+4 mwk composite longbow (2d6+5/x3)
Base Atk +7; **Grp** +16
Atk Options Power Attack
Special Actions *body meld*
Combat Gear *staff of charming* (37 charges)
Sorcerer Spells Known (CL 5th, +11 melee touch, +8 ranged touch)
2nd (5/day)—*detect thoughts* (DC 17), *minor image* (DC 17)
1st (8/day)—*identify, magic missile, ray of enfeeblement, shield*
0 (6/day)—*daze* (DC 15), *detect magic, mage hand, read magic, touch of fatigue* (DC 15)

Abilities Str 21, Dex 14, Con 12, Int 14, Wis 16, Cha 20
SQ command genie, summon familiar (owl named Tubeak), use staff
Feats Alertness (as long as Tubeak is within arm's reach), Extend Spell, Improved Initiative, Power Attack, Scribe Scroll, Weapon Focus (staff)
Skills Bluff +15, Concentration +11, Diplomacy +9, Disguise +13, Heal +11, Intimidate +7, Knowledge (arcana) +10, Listen +5, Sense Motive +8, Spot +5 (+8 in shadows), Use Magic Device +13
Possessions combat gear, *ring of protection +2, +1 falchion, ring of mind shielding*, two 100 gp pearls

***Body Meld* (Sp):** Once per day a yak folk can merge its body with that of a humanoid or giant of Small to Large size. Except where noted here, this power functions like a *magic jar* spell heightened to 9th level (caster level 20th; Will save DC 24 negates). To use this ability, the yak folk must touch the intended target for 20 minutes without interruption. At the end of this period, the target must make a Will save to remain conscious. On a failed save, the host's mind becomes unconscious, and the yak folk assumes control. There is no *magic jar* per se—the yak folk physically merges its body with the victim's body without use of an intermediate vessel. *Body meld* lasts until dispelled or dismissed.

The process works only on humans, elves, dwarves, half-orcs, and any creature of the giant type. The yak folk shares all the victim's knowledge, memories, skills, feats, and extraordinary abilities, but none of its spell-like or supernatural abilities. The yak folk retains all of its own supernatural and spell-like abilities. The merging does not shed a magical aura (so a *detect magic* spell does not reveal it), but a *true seeing* spell reveals the victim's dual nature.

If the host body is slain, the yak folk dies with it. Separating the two bodies takes 10 minutes. The host regains consciousness 1d6 minutes after the separation is complete.

Only characters who know the victim personally have any chance to realize something is wrong, by making a Spot check opposed by the yak folk's Disguise check (which in this case represents how well the yak folk impersonates its host).

Command Genie (Su) Once per day, a yak folk can summon and command a janni of evil alignment, but it can never have more than one janni under its control at one time. The janni is a slave bound to serve until the second sunrise after the summoning. The yak folk are greatly disliked by all genies, but for reasons lost in antiquity, no genie can attack a yak folk.

Use Staff (Ex) A yak folk can use any magic staff. This ability is similar to the Use Magic Device skill except that it applies only to magic staffs and the yak folk does not require a skill check.

Alyah, female janni: hp 36; AL NE; Craft (trapmaking) +11, Profession (guide) +11; *Monster Manual* 116.

Ogre Mage Guards (2): hp 39 each; *Monster Manual* 200.

Tactics: At the first sign of trouble the ogre mages turn invisible and open the secret door, either allowing the troublemaker to come to them (at which point the target is grappled and dragged inside) or, if the disturbance is serious, moving to attack.

Arghakot commends the PCs resourcefulness in making it this far and suggests they will make excellent "hosts." He helps the ogre mages as best he can, but not at the cost of his life. If he escapes, he makes for the guardroom (area 10).

Treasure: A secret compartment under the floor (Search DC 22) contains 3,400 sp, a platinum ring worth 3,000 gp, a pair of gold and ivory earrings worth 2,000 gp for the set, and three flasks of alchemist's fire. The ogre mage on duty carries a set of keys that unlocks the sliding doors.

7. THE SERVANTS' WAY (EL 4)

This room contains tables for meal preparation and shelves full of dry foods and spices. Two large bovine-headed statues survey the scene from the center of the north and south walls.

Reserved for human servants, this area is overseen by the strict janni taskmaster Hibah. Once travelers or pilgrims who offended the inscrutable ones, the humans are now charged with cleaning and preparing meals for the other denizens of the pagoda and their guests.

Hibah, female janni overseer: hp 29; AL LE; Craft (cook) +11, Profession (servant) +11; *Monster Manual* 116.

Servant, human commoner 1 (10): hp 3.

8. MAIN STAIRWELL

This is the main stair for the pagoda. On each of the first three floors, the stair opens into a lounge and meditation area before proceeding to a further stairway. The doors on the second floor connecting to the library are solid wood with a decorative mountain design carved into them. They are usually locked (Open Lock DC 25).

9. GRAND LIBRARY (EL 10)

This fantastic chamber is clearly the centerpiece of the pagoda. The main floor is crowded with rows of shelves, and natural

light filters through windows set into the pagoda's roof sixty feet above. Balconies on two different levels overlook the library floor. The shelves, as well as every nook and cubby, are stuffed with square ceramic plates, each about eight inches wide.

Each of the tens of thousands of plates bears a bit of information gleaned from the yak folk's slaves over the centuries, written in a strange symbolic code known to few outside the library's staff (Decipher Script DC 30). The slaves, seven human scholars, spend their days seated on pillows etching the ceramic plates with a *branding stylus*.

The pagoda's library is one of many "branches" of the Great Library hidden in the yak folk's secret city to the north. Much of the information in this room is so esoteric as to be useless to the characters, covering the lives and movements of humanoids and giants from all strata of society going back a dozen centuries. The yak folk hope to find patterns in these histories to such mercurial things as innate magical potential and the divine spark of creation. Unless the characters have divination magic or a way of coercing the Catalogue (area **14**), librarians, or scriveners to help, they will have to get very lucky to find anything useful.

Creatures: During the day, the scriveners toil at their duties while gauths handle organization. Four zombies (former scriveners now enslaved to the Catalogue) handle the menial tasks. At night the scriveners are locked in their room (area **13**) while the gauths sleep in the higher reaches of the library. The Catalogue uses the zombies to restock the plate racks at night.

Librarian, gauth beholders (4): hp 45 each; *Monster Manual* 26.

Human Zombies (4): hp 18 each; *Monster Manual* 266.

Evets, Mott, Naphets, Navahsa, Sirx, and Tam, male human expert 4 (6): hp 14 each; Int 14; any one Knowledge +12.

Nalnorn Arktas, venerable male expert 2/wizard 2: hp 12; Int 19, Knowledge (dungeoneering) +14.

10. WATCH ROOM (EL 10)

Large cushions provide seating around the edges of this room. The corners contain oversized weapon racks and display stands for ogre-sized armor.

Plain when compared to the rest of the pagoda, this room serves as a watch post and living area for the guards.

Creatures: Six yak folk warriors and their jann slaves call this room home. The guards are imported from the yak folk's kingdom to the north through the portal on level four (area **18**) and rotated out every four months. Only four are encountered here at any given time; the other two are on patrol with their jann slaves. Unless on alert, only half the guards encountered here are equipped when the characters arrive (the others are either asleep or otherwise off duty).

YAK FOLK GUARD (4) **CR 4**
NE Large monstrous humanoid
Monster Manual II 200

Init +4; **Senses** darkvision 60 ft.; Spot +2, Listen +2
Languages Celestial, Common, Infernal

AC 19, touch 9, flat-footed 19
hp 32 (5 HD)
Fort +3, **Ref** +4, **Will** +6
Melee mwk quarterstaff +10 (1d8+6) or falchion +8 (2d6+6/18–20)
Ranged light crossbow (2d6/19–20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +13
Special Atk *body meld* (DC 21)
Atk Options Power Attack

Abilities Str 18, Dex 11, Con 15, Int 14, Wis 15, Cha 14
SQ command genie, use staff
Feats Improved Initiative, Power Attack, Weapon Focus (quarterstaff)
Skills Disguise +10, Heal +10, Knowledge (arcana) +10, Use Magic Device +10,
Possessions masterwork quarterstaff, masterwork studded leather, light crossbow, 20 bolts, set of keys to the sliding doors

Janni Warrior (4): CR 4; hp 33; AL NE; AC 19, flat-footed 17; melee +10 masterwork scimitar; masterwork scimitar, masterwork light steel shield; *Monster Manual* 116.

Tactics: The room contains a *staff of fire*, which is always within reach of one of the yak folk on duty. The guard wielding it tries to divide and slow the characters using *wall of fire* while the fire-resistant janni dive through and into melee with the group. The guard with the staff only uses *fireball* if desperate or if the characters are bunched up, hitting the jann if necessary to get at the characters.

If all looks lost the yak folk fall back, commanding the jann to fight to the death.

Treasure: The party can find most of the guards' belongings stowed under the floor panels (Search DC 22). Amongst these are a large-scale game board with pieces made of polished black and white opals worth 1,800 gp, 40 pp, and 2,600 sp.

11. HEAD LIBRARIAN'S OFFICE (EL 13)

Stacks of books, tablets, and scrolls stretch like support columns from floor to ceiling. A large, well-ordered desk sits in the center of the room, but no chair is apparent. Among the quills, ink, ledger, and various knick-knacks sits a partially reconstructed stone tablet.

This room has been soundproofed using a variation of the *silence* spell (CL 14th). A secret trapdoor in the floor provides the librarian with a convenient bolt hole to area 3. A DC 20 Search check reveals the door.

Creature: Unless previously encountered, the head librarian of the pagoda, the beholder Xotkil, is here. Xotkil spends most of its time organizing the master catalogue and patching together the remains of ancient books and scrolls so that they may be transcribed.

Sitting on the desk in plain view and ready to use is a *branding stylus*, a small rusty orb (*iron bands of Bilarro*), and Xotkil's meticulous daily log, which contains a note about the "Sehan-substance" in the "Chamber of Answers" (area **28**) and the "Vault of Worldly Things" (area **29**). In one of the desk's larger drawers the beholder keeps its payment for services rendered. The drawer is unlocked but smeared with contact poison (see below). The rest of the drawers are free of poison and contain well-organized office supplies.

Xotkil, beholder: hp 93; *Monster Manual* 26.

Tactics: Xotkil isn't paid to perform security duties, but the cranky old aberration gets positively onery if anyone disrupts it, its library, or its staff. Xotkil goes to nearly any length to destroy such individuals quickly and thoroughly. On the first round of combat it uses *telekinesis* to toss the *iron bands of Bilarro* at the first target to present itself. Should it fall to half its hit points, the beholder flees and summons the guards in area **10**.

Trap: The handle of the drawer containing Xotkil's horde is smeared with deadly black lotus extract. The beholder opens the drawers with *telekinesis* and never needs to touch the handle.

Black Lotus Drawer CR 9; mechanical; touch trigger (attached); manual reset; poison, (DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26.

Treasure: The drawer contains 2,000 gp, a small bar of silver worth 5 gp, an *enervating stylus*, and 14 pearls worth 100 gp each.

12. JANNI QUARTERS (EL VARIES)

This room is a richly appointed living space that contains two beds and a privacy curtain drawn between them. The furnishings include two foot-chests, dozens of plush pillows, and a low table.

NEW MAGIC ITEMS

BRANDING STYLUS

This item looks like an oversized bronze stylus bound in leather. On command, the item functions as a heated writing instrument used to etch ceramics. The branding tip can be used as an improvised weapon doing 1d4 points of fire damage on a successful hit. The item ceases functioning the round it is put down.

Faint evocation; CL 3rd; Craft Wondrous Item, *heat metal*; Market Price 110 gp.

ENERVATING STYLUS

This item looks like an overly large iron stylus bound in leather. It is unusually cold to the touch. Once the command word is given, the item functions as a *branding stylus* (see above). If used to recount an anecdote in which the user played a part, the stylus extracts the essence of the experience so completely that the author gains 1 negative level. The DC is 15 for the Fortitude save to remove the negative level. The writing process takes at least one hour and the user must make a DC 10 Craft (calligraphy) check to transcribe the experience clearly. The experience is rendered so perfectly that anyone reading the etching gains a temporary +3 competence bonus on the Craft, Knowledge, Profession, or Perform skill that most closely resembles the situation depicted in the text by the author. The bonus lasts for 24 hours.

Moderate necromancy; CL 7th; Craft Wondrous Item, *enervation, heat metal*; Market Price 25,650 gp.

Hibah and Heskein reside here when not out enforcing the will of the inscrutable ones on indentured slaves. Each has a small stash of treasure buried in their footchests. There is a 50% chance that one or both are here when the characters arrive.

Heskein, male janni: hp 31; see page 34.

Hibah, female janni overseer: hp 29; see page 37.

Treasure: Heskein's trunk contains 100 gp in a drawstring sack. Hibah's chest holds a small, locked (Open Lock DC 30) jewelry box, which contains 600 gp in fine jewelry.

13. CONTRIBUTORS' ROOM

Clearly a large dormitory room or barracks, a half-dozen uncomfortable, human-sized bunk beds and footlockers make up the furniture here.

This room houses the scholars who transcribe the knowledge that the yak folk acquire onto ceramic tiles in the library. At one time most of these men were experts in one field or another, but what useful information they had has been sucked out of them by the yak folk's *enervating stylus*. Nalnorn Arktas, once a mighty loremaster, has been reduced to a mere shell of himself over his 54 years in captivity. Tired and bitter, he sides with the characters if they prove competent.

If it is night the scriveners are here in their room (locked in by the guards, Open Lock DC 25). During the day theyscurry around the library attending to their duties, lest the gauths punish them. Only those on special errands are allowed out at night.

Human expert 4 (6): hp 14; see page 38.

Nalnorn Arktas, venerable male expert 2/wizard 2: hp 12; see page 38.

Development: The senior library slave, Nalnorn Arktas, hasn't had access to a spellbook in over fifty years and has no spells prepared. The other scriveners are younger, but equally helpless. If freed and left to their own devices, they are quickly recaptured.

14. STUDY HALL (EL 8)

A circle of floor mats and low stands sit quietly in the center of the floor. Each stand has a tray full of sand with a stylus used to trace in it. In the center of the south wall stands a brass statue representing a large yak-headed monk with an engraved plaque in one hand and a transparent container holding a brain suspended in clear liquid in the other.

The scriveners use the trays of sand to practice the calligraphy taught to them by Wulan Cheng.

If the plaque is deciphered (Decipher Script DC 30) it reads: "The fundamental delusion of base beings is to suppose that I am in here and they are out there."

Creature: The "brain" is actually a hollowed-out container directly attached to the statue. It contains a necromantically preserved brain, the Catalogue. The Catalogue assists in finding and organizing the information in the library. One simply asks a question of the Catalogue, which telepathically replies with where to find the answer in the library. The Catalogue has a photographic memory and the librarians update it daily. It controls the four zombie servants in area 9.

The Catalogue

THE CATALOGUE **CR 8**

Advanced elite evolved brain in a jar

NE Tiny undead

Libris Mortis 90, 99

Init +7; **Senses** blindsight 60 ft.; darkvision 60 ft.; Spot +14, Listen +14

Languages telepathy 100 ft.

AC 18, touch 16, flat-footed 15

hp 58 (9 HD); fast healing 6

Immune undead traits

Resist +4 turn resistance

Fort +3, **Ref** +6, **Will** +10

Spd 0 ft. (while in statue), fly 30 ft. (good)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk —; **Grp** —

Special Atk mind thrust, rebuke undead 11/day (+10, 2d6+17, 9th)

Psi-Like Abilities (Manifester Level 10th)

3/day—*suggestion* (DC 20), *telekinesis* (DC 24)

1/day—*dominate person* (DC 22)

Spell-Like Abilities (CL 9th)

1/day—*cloudkill* (DC 22), *confusion*

(DC 21)

Abilities Str —, Dex 16, Con —, Int 20, Wis 15, Cha 27

SQ madness, turn resistance +4

Feats Ability Focus (*telekinesis*), Alertness, Improved Initiative, Iron Will

Skills Bluff +20, Diplomacy +22, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (history) +18, Knowledge (religion) +18, Listen +14, Sense Motive +8, Spot +14

Madness (Su) Anyone targeting the Catalogue with a thought detection, mind control, or any other sort of telepathic or psionic power that makes direct contact with its mind takes 1d4 points of Wisdom damage but gains the Bardic Knowledge ability for 10 minutes. This functions as the bard class ability by the same name. The character's Bardic Knowledge modifier is equal to her character level or HD. Each level in a class that has Bardic Knowledge or Lore as a class ability counts as two levels for determining this modifier.

Mind Thrust (Su) Range 45 ft., 2d10 damage, DC 22 Will save negates.

Tactics: Immobile while encased in the statue, the Catalogue uses its senses as if the statue were a part of itself. If it identifies an intruder, it summons the gauth librarians and zombies from area 9, then eavesdrops on the trespassers while it waits for help to arrive. It helps as best it can when battle is joined. It defends itself against direct attacks by using *confusion* followed by *cloudkill* for groups or mind thrusts for individual beings. It also uses *telekinesis* to toss foes over the balcony into area 9. If separated from the statue it takes flight and tries to flee through library. Its prime concern is the survival of the information it contains. If any PCs damage the Catalogue and are later captured, they are sent to a special yak folk temple and turned into a replacement.

15. GUEST COMMON CHAMBER

This large common room is reserved for pilgrims that come here for enlightenment. The pilgrims are a mix of cultists, philosophers, lepers, monks, priests, and the just plain curious. Few, if any, are particularly interested in creating mayhem in the pagoda.

Pilgrims, human commoner 1 (2d6): hp 4; AL usually LN; *Dungeon Master's Guide* 108.

16. READING CHAMBER

This room is lit with a *daylight* spell. Any NPCs encountered here are reading quietly on one of the floor mats, unless there has been a commotion.

17. MASTER ARCHIVIST'S CHAMBER (EL 12)

This well-appointed apartment seems fit for a noble the size of a troll. The walls are padded in rich red mats that deaden external sounds, accented with wall scrolls depicting beautiful calligraphy. A few high-quality deep purple and gold pillows and mats are arranged neatly in the corners. Small gold statues depicting various noble yak folk stand on pedestals around the room.

Creatures: This is the abode of the head of the pagoda's library, Wulan Cheng, and her consort, Chao Rong. Wulan is an imperious yak folk, and the room's décor reflects it; everything is sumptuous. Most of the pair's belongings are kept in small closets hidden in the walls (Search DC 22).

WULAN CHENG, THE ARCHIVIST **CR 10**

Female yak folk sorcerer 8

LE Large monstrous humanoid

Monster Manual II 200

Init +4; **Senses** darkvision 60 ft.; Spot +4, Listen +7

Languages Beholder, Common, Draconic

AC 18, touch 11, flat-footed 16

hp 80 (13 HD)

Fort +6, **Ref** +8, **Will** +12

Spd 30 ft.

Melee *+1 falchion* +13/+8 (2d6+5/18–20)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +16

Special Atk *body meld* (DC 24)

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of cure serious wounds, elemental gem (air), elemental gem (earth)*

Spells Retrieved (CL 8th; +10 ranged touch)

4th (4/day)—*enervation*

3rd (6/day)—*invisibility sphere, ray of exhaustion* (DC 19)

2nd (7/day)—*blindness/deafness* (DC 18), *glitterdust* (DC 17), *scorching ray*

1st (8/day)—*comprehend languages, feather fall, ray of enfeeblement, shield, unseen servant*

0 (6/day)—*arcane mark, detect magic, detect poison, light, mage hand, read magic, resistance, touch of fatigue* (DC 16)

Abilities Str 16, Dex 14, Con 16, Int 17, Wis 14, Cha 21

SQ command genie, summon familiar (bat named Duster), use staff

Feats Alertness (when Duster is within arm's reach), Improved Initiative, Point Blank Shot, Precise Shot, Skill Focus (spellcraft), Spell Focus (necromancy), Weapon Focus (falchion)

Skills Concentration +13, Craft (calligraphy) +13, Disguise +13, Heal +10, Knowledge (arcana) +11, Profession (bookkeeper) +12, Spellcraft +18, Use Magic Device +13

Possessions combat gear, *+1 falchion*, betrothal ring worth 320 gp

CHAO RONG, THE DEFENDER **CR 10**

Male yak folk fighter 6

LE Large monstrous humanoid

Monster Manual II 200

Init +6; **Senses** darkvision 60 ft.; Spot +2, Listen +2

Languages Common, Giant, Infernal

AC 24, touch 11, flat-footed 22

hp 98 (11 HD)

Fort +10, **Ref** +8, **Will** +7

Spd 30 ft.

Melee *+1 dire flail* +18/+13/+8 (2d6+10/19–20) or

+1 dire flail +16/+11/+6 (2d6+7/19–20) and *+1 dire flail* +16 (2d6+4/19–20)

Ranged mwk javelin +13 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +21

Special Atk *body meld* (DC 22)

Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack

Combat Gear *potion of cure serious wounds*

Abilities Str 22, Dex 15, Con 18, Int 14, Wis 12, Cha 16

SQ command genie, use staff

Feats Combat Expertise, Exotic Weapon Proficiency (dire flail), Improved Initiative, Improved Disarm, Improved Trip, Power Attack, Two-Weapon Fighting, Weapon Focus (dire flail)

Skills Climb +11, Disguise +11, Heal +9, Intimidate +11, Jump +11, Knowledge (arcana) +10, Use Magic Device +11

Possessions combat gear, *+1/+1 dire flail*, 4 masterwork javelins, masterwork scale mail, betrothal ring worth 320 gp, set of keys to the sliding doors.

Tactics: Chao moves to defend his mate while Wulan tosses her *elemental gems* at enemy spellcasters to provide Chao a flanking partner. Then she uses necromancy spells to hamper the characters. Chao trips and disarms Small or lightly armored combatants before finishing them off. Against heavily armored foes he closes for melee. If pressed, both flee. If either is slain, the survivor goes berserk and fights to the death.

Treasure: Hidden among linens and clothing in a secret storage shelf in the southeastern wall (Search DC 22) are 800 gp, two small silver bars (5 gp each), and a sample of Sehan in a wooden puzzle box worth 300 gp (Open Lock DC 30). The half-dozen gold statuettes are worth 350 gp each, while the 10 large wall scrolls are worth 100 gp each.

Development: Both Wulan and Chao suspect that Master Xiang Ru is losing his grip on reality. If Xiang goes insane or is slain, Wulan assumes control of the pagoda.

18. THE TEA ROOM

This palatial chamber is set with fountains and small decorative trees. Elegant calligraphy hangs from its walls. Large half-formed pillars of marble and a timeworn stone archway sit amid the finery like museum pieces.

This room serves as a meeting place and dining area for the elite yak folk of the pagoda.

The arch is a two-way magical portal to the yak folk city hidden deeper in the mountains. It does not register as magic, as it is shrouded by a *Nystul's magic aura* (CL 20th). The portal itself is not on, and characters can pass underneath the arch normally. To activate the portal a character must cast a spell or spell-like ability that normally allows possession (such as *body meld* or *magic jar*) on the arch (it is treated as a viable target for this purpose only). The portal remains open for 8 rounds.

Characters passing through the portal arrive in a reception area of a temple deep in the mountains, where they are immediately attacked by yak folk guards and their jann servants (see area **10**, all are armed and ready to fight, one yak folk guard wields a *staff of fire* with 23 charges). Additional groups of yak folk and jann arrive every 1d4 rounds to help fight until the characters are overwhelmed If the party returns to the pagoda via the portal a group of no more than four yak folk and four jann warrior slaves pursues them.

19. THE MASTER'S GARDEN (EL 12)

This L-shaped room looks like an outdoor courtyard, complete with miniature decorative trees, songbirds, and a pool filled with large, brightly colored fish. A small globe of light illuminates the chamber, and light breeze wafts through the room.

The door is locked (Open Lock DC 25). There is a secret door in the southeast side of the room (Search DC 25). A permanent *ghost sound* (CL 20th) on the room provides the light and the breeze.

Creature: Master Xiang Ru spends his time sequestered here in deep meditation. In an attempt to learn more about Sehan, he used *body meld* to possess a human slave and intentionally overdosed him on the substance. Despite his precautions, he was unprepared for the psychic onslaught, and only barely escaped the rapidly transforming body intact. Although he managed to avoid physical contamination, the power of the extraplanar substance is proving more than he can resist. It is only a matter of time before his mental training fails him and he falls into madness. Master Xiang is a tall, lean, white-haired yak folk, bent from age. He currently looks a bit haggard from lack of sleep.

Xiang Ru is barely in control of his own mind. At first he seems merely interested in calmly arguing the merits of yak folk domination. If someone points out the fact that there is no freedom of choice in yak folk society, Xiang retorts: "Do you give your infants the freedom to play in the mill house?" If the argument drags on he begins to wince more and more, as if suffering a migraine.

MASTER XIANG RU **CR 12**

Male yak folk monk 1/cleric 9
NE Large monstrous humanoid
Monster Manual II 200

Init +5; **Senses** darkvision 60 ft.; Spot +5, Listen +5

Languages Beholder, Common, Draconic, Infernal

AC 22, touch 15, flat-footed 21

hp 86 (15 HD)

Fort +10, **Ref** +10, **Will** +17

Spd 30 ft.

Melee *+1 quarterstaff* +16/+11 (1d8+7) or *+1 quarterstaff* +14/+14/+9 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +19

Atk Options Combat Expertise, Power Attack, Stunning Fist (DC 22; 4/day)

Special Atk *body meld* (DC 23), rebuke undead, spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 9th, +11 ranged touch)

5th—*dispel good*[D] (DC 20), *greater command* (DC 20), *righteous might*

4th—*divine power*, *freedom of movement*, *poison* (DC 19), *unholy blight*[D] (DC 19)

3rd—*bestow curse* (DC 18), *cure serious wounds*, *deeper darkness*, *dispel magic*, *nondetection*[D]

2nd—*bear's endurance*, *calm emotions* (DC 17), *enthrall* (DC 17), *invisibility*[D], *owl's wisdom*, *silence* (DC 17)

1st—*command* (DC 16), *divine favor*, *obscuring mist*, *remove fear*, *protection from good*[D] (DC 16), *shield of faith* (2)

0—*detect magic*, *guidance* (2), *mending*, *read magic*, *resistance*

D domain spell **Domains** Evil, Trickery

Abilities Str 18, Dex 13, Con 13, Int 16, Wis 21, Cha 18

SQ command genie, rebuke undead, use staff

Feats Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Improved

Unarmed Strike, Power Attack, Skill Focus (Concentration), Stunning Fist, Weapon Focus (quarterstaff)

Skills Concentration +18, Diplomacy +15, Disguise +12, Heal +15, Knowledge (arcana) +13, Knowledge (history) +10, Knowledge (the planes) +10, Listen +5, Sense Motive +12, Spellcraft +13, Spot +5, Use Magic Device +12,

Possessions *+1/+1 spell storing quarterstaff* (*chill metal* and *sleet storm*), key to the Vault of Worldly Things (area **29**)

Tactics: Xiang's internal struggle does not prevent him from being a wily fighter. If he hears the characters before they arrive he casts *owl's wisdom*, *freedom of movement*, *bear's endurance*, and *shield of faith*—all of which last several minutes so he has a chance to converse with the intruders and convince them to give in willingly. If the characters attack him he fights back in a controlled manner, still trying to get the characters to see "reason." At some point, either while fighting or talking, the pain in his head becomes too much for him and he snaps. He then "realizes what he must do" and dashes to release the Sehan abomination in area **28**.

Development: If the characters slay him but leave his corpse intact, he rises as a zombie 4d4 minutes later, intent on releasing the abomination in area **28**.

Master Xiang Ru (zombie form): hp 81; *Monster Manual* 267 (minotaur zombie).

20. THE SILVERY ROOM

This area is gray and featureless; the boundaries of the room are hard to define.

This room contains a powerful aura that allows creatures to take advantage of a magical effect that duplicates the *astral projection* spell. All one needs to activate the magic is to enter the room while carrying a silver bar (like those found in areas **11**, **17**, **19**, and **21**) or the silver ingots from area **29**. Once in the room the bar changes into scorched, worthless metal and the character is projected to the Astral Plane. A character that witnesses the projection can make a DC 29 Spellcraft check to recognize the spell. Failing that, a character that has been projected to the Astral Plane can make a DC 20 Intelligence check to figure out how the effect works. Once the effect is recognized, the character can end it at will. The yak folk use the room for meditation and travel.

The room places travelers in the Astral Plane near a mile-long stone body of a dead goddess of art and song, a female humanoid in the fetal position. The figure can be used as a reference point, but eons of astral silt and debris covering the monolith make it difficult to walk on. Attached to its ankle is an enormous silvery shackle whose colossal chain winds out of sight. Where it leads and what adventures might occur along the way are beyond the scope of this adventure.

Development: This chamber can be an exceptionally powerful tool for both the PCs and the yak folk. If the PCs destroy the yak folk presence in the pagoda, they have a day or two to make use of this chamber before the yak folk can organize a response. Once they are organized, however, the yak folk stop at nothing to reclaim this outpost. See "Concluding the Adventure" for more information.

21. GUEST SUITE (EL 9 OR 11)

This opulent suite is filled with exotic rugs, colorful tapestries, and the strong mingled scent of ground cinnamon and tobacco. Overstuffed pillows provide bedding and seating.

Creatures: Between his visits to the library (area **9**) and the astral plane (area **20**), the rakshasa D'Khanti Po rests in this room. While D'Khanti wanders the pagoda in the guise of a human monk, his hellcat servants stay in this room unless called for. Unless encountered elsewhere, D'Khanti is here in his natural form.

D'Khanti's philosophy can be best summed up as self-centered: self-sacrifice of any sort weakens both the giver and the receiver, in turn weakening the whole system. Beings (which means rakshasas, though he doesn't say that) should do as they like to develop themselves to their fullest potential.

D'Khanti might invite civil characters of philosophical bent to his room to sway them to his way of thinking. If he encounters them in disguise he maintains the façade. Either

way, he stays in well-lit areas to provide his hellcats enough light to remain invisible. The hellcats observe the exchange quietly, only attacking if the characters become violent or D'Khanti commands it. Characters entering the rakshasa's room while he is out are attacked by the hellcats.

If threatened with combat away from his room, D'Khanti flees, summoning the pagoda's guards or his hellcats. If cornered, he offers his attackers the treasure in his magical hat in exchange for his life.

D'Khanti Po, male rakshasa: hp 50; *Monster Manual* 211.

Hellcats (2): hp 60 each; *Monster Manual* 54.

Tactics: D'Khanti loathes combat. He considers himself an academic and would rather debate ethics than fight.

Treasure: D'Khanti keeps his treasure in a *fez of holding* he wears everywhere. The *fez* acts as a *Heward's handy haversack* but a permanent *Nystul's magic aura* (CL 13th) hides it from magical detection. Within it he keeps 1,500 gp, several mixed precious stones worth 1,300 gp total, two silver bars worth 5 gp each, and a *figurine of wondrous power* (*serpentine owl*). D'Khanti is quick to give away the contents of his *fez* to avoid dying, but is loath to give up the *fez* itself. If forced to do so he goes out of his way to bring ruin to the characters' lives—from behind the scenes, of course.

The eight rugs and wall hangings are worth 50 gp each.

22. GUEST SUITE

This room is identical to 21, but vacant.

23. SCOURGE OF THE FOUR MOUNTAINS SCHOOL (EL 12)

Yak folk warrior monks practice a martial arts style tailored to their domineering mentality, which they call the Scourge of the Four Mountains. The technique revolves around anticipating and controlling the actions of one's foes by using the student's (usually a yak folk's) size and reach to maximum advantage. The highest ranked student of the discipline in the pagoda is Jin Hiu, an efreeti slave raised among the yak folk. Her skills have won her the grudging respect of the warrior monks and guards.

Hidden in the center of this chamber is a section of floor that acts as a turntable (Search DC 25; counts as a trap). When activated, the area makes a half revolution every round at Initiative 0.

Hidden along the northwestern wall is a secret revolving door (Search DC 25) that leads to Master Xiang's chamber.

Creatures: When the PCs arrive, Jin Niu is sparring with two other guards.

JIN NIU **CR 11**

Female efreeti monk 3
LE Large outsider (extraplanar, fire)
Monster Manual 115
Init +9; **Senses** darkvision 60 ft.; Spot +17, Listen +17
Languages Auran, Common, Ignan, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 19
hp 114 (13 HD)
Immune fire
Fort +14, **Ref** +15, **Will** +14 (+16 vs. enchantment); evasion
Weakness cold vulnerability

Spd 30 ft., fly 50 ft. (perfect)
Melee mwk quarterstaff +19/+14 (1d8+10) or unarmed strike +16/+16/+11 (1d8+6)
Ranged *scorching ray* +16 touch (4d6 fire)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +23
Atk Options Power Attack, Stunning Fist, *change size*
Special Atk heat (1d6)
Spell-like Abilities (CL 12th, ranged touch +17)
At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 13), *scorching ray* (1 ray only)
3/day—*invisibility*, *wall of fire* (DC 15)
1/day—grant up to three *wishes* (DC 17; wishes may only be granted to non-genies only), *gaseous form*, *permanent image* (DC 17), *polymorph* (self only)

Abilities Str 24, Dex 21, Con 18, Int 12, Wis 18, Cha 12
SQ *planeshift*
Feats Cleave, Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*scorching ray*), Stunning Fist
Skills Bluff +14, Concentration +20, Craft (jeweler) +14, Intimidate +14, Listen +17, Move Silently +18, Sense Motive +17, Spellcraft +14, Spot +17, Tumble +18
Possessions masterwork quarterstaff, gold half-mask depicting a beautiful woman's face worth 2,000 gp, gold ankle bracelet worth 1,000 gp.

Enlarged While enlarged, Jin Niu's stats change as follows:
Huge
AC 22, touch 16, flat-footed 18
Melee mwk quarterstaff +20/+15 (2d6+10) or flurry of blows +17/+17/+12 (1d8+6)
Ranged *scorching ray* +14 touch (4d6 fire)
Space 15 ft.; **Reach** 15 ft.
Grp +28
Abilities Str 26, Dex 19
Skills Move Silently +17, Tumble +17

Yak Folk (5): hp 32 each; see page 39.

Tactics: Jin Niu uses her *change size* ability to become Huge. She and the other monks then try to get as many characters as possible onto the platform before one of them activates it via a hidden switch. As the turntable spins or the characters themselves move to engage they may become subject to attacks of opportunity from the guards.

During the battle the guards make full use of Jin's ability to grant *wishes*. Generally they use them to gain tactical superiority ("Jin Niu, I wish the invaders are on the turntable!"), for healing ("Jin Niu, I wish to be healthy again!"), or to defend against clever tactics and spells from the PCs.

Treasure: A golden chime (10 lbs., 300 gp) sits in the north corner (near the secret passage) on a small stand.

24. THE UPSTAIRS BATHS (EL 6)

Herb-scented steam billows out of this room, obscuring whatever may by in it.

This is a steam bath. A central stove is used to keep the two large pools of water warm.

Creatures: Three mephit attendants see to the needs of anyone who walks in the door. Each mephit is a personification of the most amusing aspects of their element. Huo is short tempered, Shui is an airhead, and Yu is bossy and tends to shout at the other two. The three react neutrally to all visitors and try to bathe them to the best of their ability. The mephits collect a lot of gossip. Most of it is

useless drivel, but they do know about the creature in area **28** and that Master Xiang has acted strangely since experimenting with it. If attacked, the mephits flee.

Shui, female air mephit: hp 10; *Monster Manual* 181

Huo, female fire mephit: hp 15; *Monster Manual* 182

Yu, male steam mephit: hp 17; *Monster Manual* 184

25. COMMON ROOM

The warrior monks reside in this room. A successful DC 22 Search check reveals several removable floor panels under which the yak folk keep their personal belongings.

Treasure: There is a total of 800 gp, 9,000 sp, and an antique brass oil lamp worth 10 gp in the compartments under the floor panels.

26. CHAMBERS OF CONTEMPLATION

The southern doors exiting this chamber have been stripped of their paper, leaving a lattice of wood bars between this room and two smaller chambers.

These rooms are used as cells. The doors are locked (Open Lock DC 30). There are three prisoners here. Two mountaineers, Abal Foss and Travers Walachia, occupy the southwestern cell, while a priestess named Onyeka is locked in the southeastern cell. A permanent *antimagic field* (CL 20) covers the southeastern cell.

Onyeka was kidnapped from a distant land. Her Common dialect is dissimilar enough to make communication difficult but possible. The yak folk spy Weiah Ren is currently body melded to Travers. Her mission is to learn all that she can about Onyeka and her homeland to see if it is worth exploiting.

Abal Foss and Travers Walachia, male human expert 3: hp 13 each; Balance +6, Climb +6, Jump +6, Knowledge (nature) +6, Profession (guide) +6, Survival +6, Rope Use +6.

Onyeka, female human cleric 10: hp 74; no equipment; *Dungeon Master's Guide* 115.

Weiah Ren, female yak folk: hp 28; currently inhabiting Travers' body, see page 39.

27. CHAMBER OF QUESTIONS

Wall-mounted manacles and chains for both Medium and Large humanoids adorn the walls.

This room functions as an interrogation chamber, but is currently empty.

28. CHAMBER OF ANSWERS (EL 12)

Normally reserved for prisoners about to endure body melding (the victim is manacled to the wall to keep them immobile while undergoing the process), this room now houses an abomination. The door is locked (Open Lock DC 30).

Creature: Xiang body melded to a healthy young man and then purposely overdosed the body on Sehan. Due to the massive quantity of the substance and the psychic energy of the melded yak folk, the resulting Child of Sehan was significantly more powerful than the ones encountered in the previous adventures in this campaign arc. Arghakot Annapuma used a scroll of *dimensonal lock* on this room to prevent the abomination from escaping through the Etheral Plane. The yak folk hope to harvest it after its powers have been thoroughly catalogued, although the madness of Xiang Ru may make that impossible.

Jin Niu

SEHAN ABOMINATION **CR 12**

Advanced half-farspawn Child of Sehan
CE Medium outsider (augmented plant, native)
DUNGEON #145, *Lords of Madness* 151

Init +2; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Listen +24, Spot +24
Languages Common (cannot speak)
Aura calming gaze (DC 25)

AC 32, touch 18, flat-footed 30
hp 172 (15 HD) **DR** 10/magic
Resist electricity 10; **SR** 25
Immune acid, plant traits
Fort +16, **Ref** +7, **Will** +11

Spd 30 ft.
Melee 2 claws +18 (2d6+6 plus poison) and 2 tentacles +17 (1d4+6)
Base Atk +11; **Grp** +17
Atk Options rend 2d6+9, true strike 1/day
Spell-Like Abilities (CL 15th, +17 melee touch)
3/day—*blink*, *blur*, *ethereal jaunt*
1/day—*greater invisibility*, *scintillating pattern*, *stinking cloud* (DC 12), *telekinesis* (DC 14), *touch of idiocy*

Abilities Str 22, Dex 14, Con 24, Int 6, Wis 22, Cha 8
SQ change shape, hive mind, sympathetic defense
Feats Ability Focus (poison), Ability Focus (calming gaze), Cleave, Improved Natural Attack (claw), Power Attack, Weapon Focus (claw)
Skills Climb +24, Jump +24, Listen +24, Spot +24, Survival +13, Swim +24

Calming Gaze (Su) A Child of Sehan is totally in tune with its surroundings, and exudes a supernatural aura of peace and tranquility, even as it rips apart its foes and transforms them into terrifying monsters. Any creature that meets its gaze must make a DC 25 Will save or be affected as though by a *calm emotions* spell (CL equals the Child of Sehan's HD). If the Child of Sehan attacks, it ends this effect for the target of the attack only. This is a mind-affecting compulsion effect, and the save DC is Wisdom-based.

Change Shape (Su) As a standard action, the abomination can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the *Monster Manual*). While in this form, it gains two extra tentacle attacks when making a full attack, is amorphous, cannot be flanked, and is not subject to extra damage from critical hits. Creatures native to the Material Plane take a –1 morale penalty on attack rolls against the abomination while in its amorphous form.

Poison of Sehan (Ex) Injury, Fortitude DC 26. Initial damage 1 Intelligence drain, secondary damage 3d6 Charisma. Any humanoid creature reduced to 0 Charisma by this effect immediately undergoes a monstrous transformation into a Child of Sehan over the course of the next 3 rounds as its sense of self is washed away by the unifying consciousness of Sehan. For the first 4 hours after its transformation, the creature is ripped by intense agony as the master consciousness of Sehan eliminates all trace of individuality from the former creature. During this time, the new Child of Sehan behaves as if under the effect of an ongoing *confusion* spell, and loses all of its supernatural abilities. During this time, the transformation can be halted by *remove disease*, *restoration*, *neutralize poison*, *heal*, or *dispel evil*, but once it is

complete only *miracle* or *wish* can reverse it. The save DC is Constitution-based.

Hive Mind (Su) Children of Sehan share a unified consciousness with their master Sehan and his other children. This consciousness extends out to a 25-mile radius from Sehan itself. Within that range, if one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No Child of Sehan in a group is considered flanked unless they all are. Beyond the range of the hive mind, individual Children of Sehan can still sense the direction of their master, and are compelled to reach him as soon as possible.

Sympathetic Defense (Su) A Child of Sehan gains an insight bonus to its AC equal to its Wisdom bonus.

True Strike (Su) Once per day, the abomination can make a normal attack with a +20 insight bonus on a single attack roll. It is not affected by the miss chance that applies to attacks against a concealed target while making this attack.

29. VAULT OF WORLDLY THINGS (EL 7)

The yak folk keep most of their treasure in this secret vault (Search DC 27). The yak folk's supply of Sehan is also kept here. The door is locked (Open Lock DC 30) and magically trapped.

All of the named yak folk in the pagoda know of this room and that Xiang Ru has the key.

Trap: A magical trap is triggered if Xiang's key is not brought into the room, making the first person that steps in the center of a *chain lightning* effect. The lightning then arcs out to any creature within 30 feet of the primary target. It takes 10 minutes for the trap to reset after being triggered.

***Chain Lightning* Trap:** CR 7; magical device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest the center of trigger area plus 5d6 electrical to each of up to 11 secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device DC 31.

Treasure: Stored in several ceramic containers against the walls of this room are 260 ten-pound silver ingots. Each of these ingots is stamped with the unmistakable image of a yak folk, and each is worth 100 gp.

One container in the corner instead contains twelve vials of Sehan.

CONCLUDING THE ADVENTURE

The destruction of the yak folk's Sehan research and the remaining samples of the substance thwart the immediate danger presented by the yak folk, and save the Material Plane from being overrun by a Far Realm monstrosity. Give each of the characters a CR 11 story award. Some hard choices might be necessary in regards to beings "infected" by the substance. The question of whether casual users of Green Welcome are ever wholly free of the stuff and whether or not other sources of Sehan exist is left to you.

The yak folk do not take kindly to uninvited guests and send a large unit of soldiers and jann from their secret city to retake the pagoda 1d4 days after becoming aware that it has been compromised. Characters can delay this by disrupting the portal in area **18**. *Dispel magic* only suppresses the effect for 1d4 rounds. Spells such as *magic circle against evil* and *protection from evil* work slightly longer, preventing the yak folk's body meld ability form working on the arch and keeping them on their side for the duration. A *hallow* spell effectively seals it until the yak folk can mount an overland expedition to the pagoda and undo it.

SCALING THE ADVENTURE

"Dread Pagoda of the Inscrutable Ones" should challenge a party of 10th-level characters but could be adapted to suit characters of other levels. Adjust the treasure and equipment values accordingly and NPC character levels by one for each level by which the average party level deviates from 10.

8th–9th level parties: In encounters that feature several of a single monster (gauths, janni, etc.) remove one of each type of monster that is duplicated. Reduce the size of the earth elementals by one category. Replace Xotkil with an elite 12 HD gauth beholder with *mage hand* as a spell-like ability, usable at will. Reduce the Sehan Abomination by 2 HD.

11th–12th level parties: Have Arghakot inhabit the body of a stone giant while at the pagoda. Advance the earth elementals in the Stone Forest to greater earth elementals. Advance the brass golem, and hellcats by 3 or 4 HD. Advance Xotkil by 2–4 HD. Give the janni and yak folk guards one or two fighter levels. Advance the Sehan Abomination by 4 HD (making it Large). Have the entire pagoda except for areas **18** and **20** protected by a *forbiddance* spell (CL 20).

Matt Conklin has previously seen print in DUNGEON *#126 with "The Menagerie," which won the 2005 Origins/Dungeon Side Trek Design Competition. Matt sends a special thanks to Tom Ganz for coming up with this crazy idea in the first place and to his play-testers Kurt Berger, Jason Calhoun, Craig Clement, Ed Cox, Michael Kujawa, and Chad Rian.*

Tom Ganz (Dryder from the Paizo Message-Boards) writes: "It was great working together with these great authors and I hope to meet them one day at GenCon, face to face! Thank you guys so much for jumping in on this idea."

Stefan Happ had no idea that yak folk could be so awesome. He'll never look at a yak the same way again.

Stephen S. Greer thanks his wife April for putting up with seemingly endless hours in front of his PC. Thanks again to all of the "Werecabbage" play-testers—Dan Dekker, "Big Bill" LaChappelle, Stanley Cramer, Ken Crawford, John Bacon—and for all of the superb editing done by Ashavan.

Ashavan Doyon is a seventh-level secretary at a liberal arts college in New England. He lives in Massachusetts with his husband and their two pugs.

Savage Tide

Into the Maw

Few planes possess the raw malevolence of the Infinite Layers of the Abyss. It is a place of random violence, appalling cruelty, and pure, unadulterated wickedness. Here, unreasoning malice rules, and countless demons torture and murder for the joy of it. The Abyss is innovative in its wretchedness, with each fleeting moment birthing new and awful psychotic acts of utter evil. Those who brave its depths find no relief from its corrosive nature, nor respite from the cancerous seeds of evil blooming within all who tarry here; they find only anguish, pain, and if they're lucky, sudden, abrupt death.

"Into the Maw" is the ninth chapter of the Savage Tide Adventure Path, a complete campaign consisting of 12 adventures appearing in *Dungeon* magazine. For additional aid in running this campaign, check out *Dragon* magazine's monthly "Savage Tidings" articles, a series that helps players and DMs prepare for and expand upon the campaign. Issue #356 of *Dragon* magazine features an expanded list of strange and exotic magical items that could be purchased from the mercane merchants encountered during "Into the Maw."

The PCs should be 17th level by the time they reach the prison island of Divided's Ire, and will certainly reach 18th level by the time they accomplish their goals in the prison. In fact, if the PCs take it upon themselves to defeat all six of the demonic factions in Divided's Ire in addition to rescuing Lavinia and defeating Vanthus, they may well be close to 19th level by the end of the adventure.

BY ROBERT J. SCHWALB
BY BEN WOOTTEN AND WARREN MAHY
BY ROBERT LAZZARETTI

ADVENTURE PATH | HIGH LEVEL (13TH–20TH) | PLANAR AND DUNGEON CRAWL

Adventure Background

Demogorgon's greatest liability in his mad campaign to conquer the Abyss has always been himself. His personality—his very nature—is divided, rent into two discrete, plotting individuals. His left head is Aameul and his right is Hethradiah. Each despises the other, for neither has true mastery over the body they share. Yet despite this hate, they each know that they cannot live without the other; should one half perish, the other would surely follow.

This, then, is the purpose of the *shadow pearls*, and the reason behind the dreadful savage tide that threatens civilization on the Material Plane. An idea that both his heads count as their own, one that each believes the other has not fully grasped, Demogorgon hopes to channel the rage and madness of a massive savage tide into Gaping Maw, so that he can use the wash of power to fuse his divided nature into one greater being. And through the efforts of his mortal minions, the Prince of Demons is nearly ready to begin the final stage of his plan. But before he does, he has a few loose ends to tie up. And so he gathers his minions to his side, to ensure that nothing happens to disrupt the ritual.

One such minion is Demogorgon's newest death knight, Vanthus Vanderboren. In a desperate move to claim his sister Lavinia, Vanthus and his pirate minions captured the noblewoman and commandeered the flagship of a powerful fleet of pirates, the *Crimson Scar*. Demogorgon had promised Vanthus that he would allow him access to the fleshforges of Lemoriax so that he could transform his sister into a Lemorian half-fiend. With his sister safely in hand, Vanthus activated a magical device called a *wakeportal* and sailed the *Crimson Scar* into Gaping Maw, the 88th layer of the Abyss.

Of course, the Prince of Demons has his own reasons for allowing Vanthus to bring Lavinia into Gaping Maw. He has no intention of turning his tenuous attention from his blossoming plot, nor will he transform Lavinia into a Lemorian. She and Vanthus are little more than bait, a lure that Demogorgon hopes will attract the heroes who have been a thorn in his side since they first came to the Isle of Dread. When Vanthus arrives at Lemoriax, Demogorgon orders him to take his sister to a remote prison compound called Divided's Ire, where he is to await Demogorgon's pleasure. What Vanthus doesn't know, as he completes the final leg of his journey, is that he has outlived his usefulness. Demogorgon is banking on the hatred the PCs have for Vanthus and their devotion to Lavinia, and has instructed one of his favorite murderers, a kelvezu demon named S'Sharra, to deal with the mortals once they arrive at the prison. Fortunately for the PCs, Divided's Ire holds many of Demogorgon's enemies, a number of whom would gladly aid the characters in their struggles against the Prince of Demons—for the right price.

Adventure Synopsis

The adventure begins as the PCs activate their newly acquired *wakeportal* to travel to the Abyssian Ocean. While the characters know that Vanthus headed for Gaping Maw, they have few other leads. They must rely on their planar expertise and magic to track their prey. Failing that, Demogorgon has many enemies in the Abyss, and the PCs are bound to come across someone or something with an axe to grind. When they learn where Vanthus has taken Lavinia, they must make their way to Divided's Ire.

Inside, the characters soon learn that six different factions control the prison, each vying for dominance over the others. The death knight and his sister are somewhere inside, hidden behind scores of fiends drawn from all over the planes. To reach the death knight, the characters must deal with the other inhabitants of Divided's Ire.

While exploring the prison, the PCs have several chances to learn more about Demogorgon, his lair and layer, and ultimately his plans for the *shadow pearls*. The PCs learn enough to become convinced they must stop the demon prince, but don't learn how. The answer lies in the Wells of Darkness, where they might find someone who knows about Demogorgon's weakness—an exiled demon named Shami-Amourae.

Adventure Hooks

At heart, "Into the Maw" is a jailbreak scenario. Considering the relatively simple structure underlying the adventure, you can easily run it as a standalone adventure. You merely need to plant a compelling enough reason for the PCs to risk their lives to enter one of the nastiest planes in the multiverse, to propel them through treacherous environments, enable them to set aside their misgivings and deal with chaotic evil creatures, and finally push on through the obscene environment of Divided's Ire. Simply replace Lavinia with someone important to your campaign setting, and send the PCs in to save her.

PART ONE: INTO THE ABYSS

In "Serpents of Scuttlecove," the PCs finally had a chance to take down the Crimson Fleet. While the merchants and explorers of the Vohoun Ocean can now breathe a collective sigh of relief, the damage the fleet has done remains. The pirates have delivered nearly three dozen *shadow pearls* to different cities. While one of these has already been neutralized (whether the PCs realize it or not, the *pearl* destined for Sasserine was removed from the field during "The Bullywug Gambit"), the fact remains that 34 more are now hidden throughout the world. In each case, these *pearls* are secreted away in vaults held by agents of Demogorgon who have taken great pains to hide their treasures until the time is right to take them forth into densely populated areas. Tracking each city down, confronting their dangerous and deadly guardians, and ensuring that each *shadow pearl* is safely disposed of could easily encompass 34 separate adventures, a task that even high-level characters won't be able to accomplish before the savage tide strikes. The only way to prevent this doomsday scenario is to confront the problem at its source in the Abyss.

Before that, however, a more pressing concern faces the characters. Their

patron and friend, Lavinia Vanderboren, has been whisked away to Demogorgon's realm of Gaping Maw on the Abyss by her now-undead brother, Vanthus. Some parties may wish to rescue their ally from this horrific fate, while others may just be burning with a need to finally take down Vanthus, an enemy that has plagued their every step from the beginning of this campaign.

In any event, no one asks the PCs to travel to the Abyss for revenge, rescue, or reconnaissance into the Savage Tide—the PCs should now be among the highest-level heroes in the world, and should realize what their next task is. If they don't, feel free to guide them toward Gaping Maw via the results of divination spells. If you need a stronger hand, you can use other NPCs in the campaign to suggest a trip to the Abyss. Harliss Javell might suggest they use the *wakeportal* discovered in the Crimson Fleet's treasury to go save Lavinia. If the PCs allied with Tyralandi in "Serpents of Scuttlecove," the thrall of Graz'zt may even approach them and nudge them toward Gaping Maw. Graz'zt is aware that Demogorgon is up to something, but the Dark Prince has his six-fingered hands full with other pressing matters elsewhere on the Abyss..

Although high-level PCs have many resources, and can certainly travel to the Abyss using magic like *gate* or *plane shift*, the acquisition of a *wakeportal* at the end of "Serpents of Scuttlecove" makes sailing the *Sea Wyvern* the easiest route into the Abyss. Bringing the *Sea Wyvern* also gives the PCs a portable fortress of their own to use as a home base during these last adventures as well. The Savage Tide Adventure Path assumes that the PCs continue to use the *Sea Wyvern* as their primary mode of transportation.

The Abyssian Ocean

The Abyssian Ocean is not its own layer of the Abyss. Rather, like the River Styx, it exists on multiple layers of the plane. Its beaches are the countless oceanic shores of every layer of the Abyss, and its gulfs connect to the depths of every aquatic layer. Known to some as the Soulless Sea, this region respects no boundaries. Those with the courage to brave the deadly waters could cross the breadth of the Abyss, charting a course from the beaches of Shendilavri to the shores of Yeenoghu's Realm.

The Maw's Teeth—the location where the waters of the Gaping Maw meet the Abyssian Ocean, is only 1d4 days away under full sail, but since Gaping Maw is a legendary port, it's a DC 35 Knowledge (geography) check to set a course. If the character making the Knowledge (geography) check has at least 5 ranks in Knowledge (the planes), he gains a +5 synergy bonus on the Knowledge (geography) check. If the navigation check is failed, there's a 50% chance the PCs arrive on a random Abyssal shore, otherwise they simply don't sight land at all after sailing for 1d4 days and may attempt the check again. Parties who lack the skill to navigate to Gaping Maw can use divination magic to aid their journey, as detailed below.

Commune/Contact Other Plane: By asking the proper questions, the PCs can puzzle out which direction they should sail by eliminating directional choices that indicate "no." This grants a +15 circumstance bonus to the navigation check.

Discern Location: Demogorgon blocks this spell from functioning against creatures within Divided's Ire, which unfortunately includes both Vanthus and Lavinia—this spell is useless to aid in navigation as a result.

Wakeportal

A *wakeportal* is a mauve, teardrop-shaped mass of crystal the size of a man's fist. The crystal's tapered side has razor-sharp facets and terminates in a needle point, while the opposite side is polished smooth. The crystal flickers faintly with an inner light.

When a *wakeportal* is pressed against a ship's figurehead or prow, it slithers to life and embeds itself deep in the wood so that the smooth surface looks like an embedded gemstone. Once the *wakeportal* is embedded in a ship, the captain of that ship may activate it once per day; doing so requires 10 minutes of concentration, during which the ship must be under full sail. During this period of concentration, the ship's wake begins sparkling and flashing with mauve light. A heavy tang of salt and blood fills the air and the sky darkens. Things bubble up from the depths, bits of flesh and oily streaks oozing across the surface. The stench thickens. The waters turn foul, as if some great beast disgorged all the filth and rubbish ever thrown into the sea in one great heave. As the sky takes on a ghastly hue of red, the clouds swirl and spin with dreadful violence and mauve lightning lances across the heavens. After 10 minutes, bolts of lightning arc up from the ship's wake to strike its sails, mast, and rigging. An instant later, the *wakeportal* tears open a gateway between the ship's current location and the Abyssian Ocean, transporting the ship, its crew and cargo, and the water (and anything therein) in a 60-foot radius around the ship into the Abyss. The exact location the ship travels to on the Abyssian Ocean is random, but within 1d4 days of its intended location. Activating a *wakeportal* on a ship on the Abyssian Ocean returns it to the exact point and plane where it was when it first traveled to the Abyssian Ocean.

Strong Conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 50,000 gp; Weight 5 lbs.

The Abyss

The Infinite Layers of the Abyss is a plane of chaos and evil in its purest form, a realm of remorseless wickedness and unthinking, random violence. There is no room for mercy or compassion, leaving only unreasoning hatred and an unquenchable thirst for slaughter. Once in the Abyss, an unprepared traveler's life can be measured in minutes, for this is the home of demons.

Lawful-aligned creatures and good-aligned creatures take a –2 penalty on Charisma-based checks on the Abyss. Lawful good creatures take a –4 penalty on Charisma-based checks. Further notes on the Abyss's planar traits can be found on page 160 of the *Dungeon Master's Guide*.

Where's Lavinia?

Although the PCs know Lavinia has been taken to Gaping Maw, they have little else to go on when this adventure begins. Fortunately, the notorious nature of her prison makes narrowing down her possible locations relatively simple. It's only a DC 25 Knowledge (the planes) check to know that Demogorgon maintains an island prison on Gaping Maw, a place called Divided's Ire. The use of spells like *commune*, *divination*, *sending*, and *scrying* can determine Lavinia's location as well.

If the PCs lack access to divination spells like these, you can use the encounter with the mercane merchants to aid them—the mercane are peddlers of information in addition to goods and services, and as detailed, it's a relatively simple (but expensive for the PCs) matter to learn the location of their patron from them.

Divination: Treat the answer as giving the PCs a +10 circumstance bonus on Knowledge (geography) checks to set the proper course.

Find the Path: This is perhaps the best choice. As long as the spell is cast at least once a day for the 1d4 days it takes to make the journey, *find the path* makes the navigation check used to lead the *Sea Wyvern* to Gaping Maw automatically successful.

Sending: Contacting Lavinia via *sending* while on the Abyssian Ocean has a 5% chance of failure (since until the PCs reach Gaping Maw, she's technically on another plane). Lavinia spent her voyage to Gaping Maw belowdecks, but she does know that she's currently being held in a place called Divided's Ire. In any event, in her response to the *sending*, she begs the PCs to hurry, to save her from this terrible place.

Planar Merchants (EL 19)

Not everyone the PCs encounter in the Abyss is a murderous, destructive menace. At some point after the PCs arrive on the Abyssian Ocean, they encounter a strange ship called the *Sapphire Griffon*, an interplanar merchant vessel that sails the seas of the outer planes looking for all manner of exotic trade. The *Sapphire Griffon* has sleek, transparent sails and skims across the water without leaving a wake. The ship approaches the *Sea Wyvern* quickly, but not aggressively—as soon as the ship comes within a hundred feet, the 9-foot-tall blue-skinned humanoids on board hail the PCs and ask if they wish to peruse their wares.

Creatures: The *Sapphire Griffon* is crewed by 10 tieflings and five mercanes. Nomadic creatures, mercanes travel the multiverse in constant search of new avenues of trade and opportunities to make money. This particular group has decided to scour the Abyss, and have hired a group of tiefling sailors to serve them as crew and bodyguards. The tieflings have been paid well for their tour, and are quite loyal to their employers.

So long as the PCs aren't rude or violent, the mercanes allow them onto the *Sapphire Griffon* graciously and with open arms. The ship's main deck is set up like a marketplace, allowing the PCs to shop to their hearts' content. Rather than list an exhaustive inventory of what's for sale here, assume that the PCs can find anything with a gp value of 800 gp or less (with a total inventory worth 12,000 gp). Yet, as is often the case with mercanes, what's on display is merely a fraction of what's for sale. If the PCs seek to buy or sell items in excess of what's readily available, one mercane takes an order and then *plane shifts* and *teleports* to a distant mercane warehouse, gathers up the requested items, and then *plane shifts* and *teleports* back to the *Sapphire Griffon* with the requested merchandise. A different mercane then takes the payment and delivers it immediately to a different off-plane site. The entire process rarely takes longer than 20 minutes, and gives the PCs access to items of up to 200,000 gp in value and an effectively infinite amount of inventory. As usual, you should feel free to limit what is actually available as per your campaign.

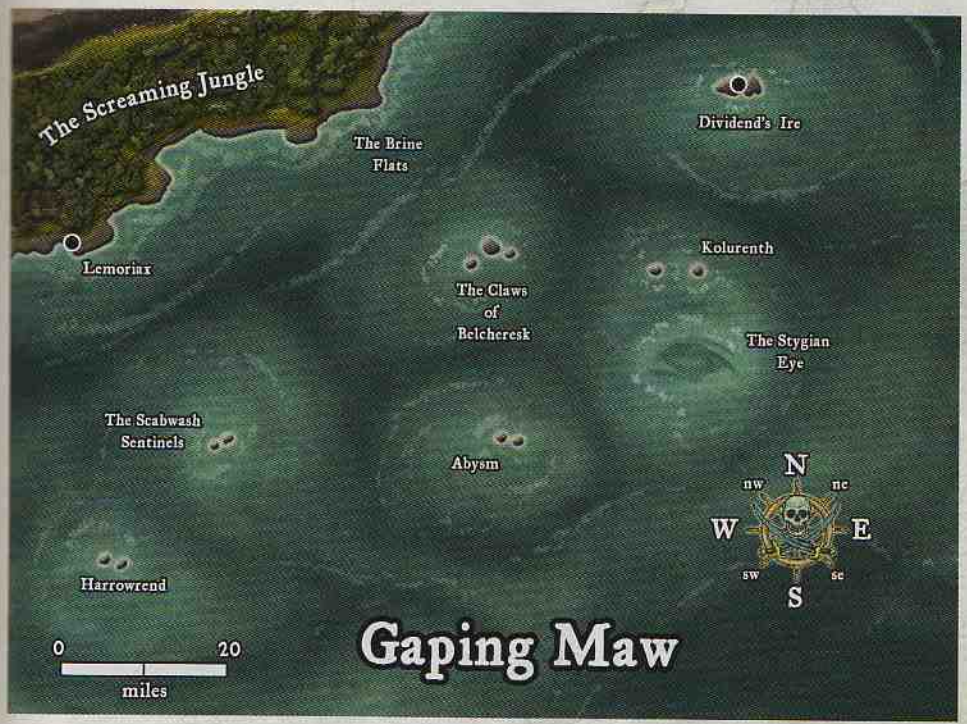
Dragon #356 contains further details on these mercanes, as well as information on a large number of specialized and rare magic items that they may try to sell to the PCs during this encounter. The mercanes also give the PCs their names, informing them that the PCs can use *sending* spells to contact them at any time to set up a meeting for more business.

The mercanes also trade in information. If the PCs are seeking more information about the route to Gaping Maw, Lavinia's fate, or other mysteries, you can use the mercanes to supply this information. What they cannot answer with skill checks or via the casting of spells like *contact other plane* or *legend lore*, they can accomplish by traveling to an appropriate location to do the research. The mercanes generally charge 1,000 gp for information, in addition to any costs incurred by spellcasting.

Statistics for the merchants and their bodyguards are unlikely to be needed, as this is not a combat encounter. If they become necessary, the merchants are 13th-level wizards (mercanes themselves are detialed on page 204 of the *Epic Level Handbook*), and their crewmen are rogue 4/fighter 4 tieflings.

PART TWO: GAPING MAW

The primal, tropical realm of Gaping Maw reflects the bestial elements of chaos and evil, attracting feral demons and crude humanoids from throughout the Abyss. This realm's two aspects display Demogorgon's dual nature. A massive primeval continent covered in dense jungle houses those demons and mortals who serve Demogorgon as a force of strength and brutality, whereas the seemingly endless oceans and brine flats that surround the land conceal far more subtle adherents to the Prince of Demons, such as kraken and the elusive ixitxachitl. Although the PCs are destined to return to this realm in the final adventure of this campaign, for now their focus should be on rescuing Lavinia. Of course, before they can accomplish this task, they need to survive the dangerous transition between the Abyssian Ocean and the realm of the Prince of Demons.



The Maw's Teeth (EL 15)

As the PCs near the border between the Abyssian Ocean and Gaping Maw, the seas turn rough as the sky darkens to black. Through the resulting gloom, a region of the sea where hundreds of waterspouts dance and writhe marks the dangerous transition point—the Maw's Teeth.

This region is a violent stretch of sea marking the outer edge of Gaping Maw. To pass through and into Demogorgon's realm, the PCs must navigate through sheets of rain and wind and the brutal spinning columns of water whose force is easily enough to capsize even a ship the size of the *Sea Wyvern*. The ship's captain must succeed on three DC 30 Profession (sailor) checks to get through unscathed. As many PCs as wish may attempt to aid the captian's check by making DC 10 Profession (sailor) checks of their own. Alternately, they can attempt to do the same with DC 15 Knowledge (geography), Spot, Survival, or Use Rope checks to aid in navigating the journey and calling out danger zones as they are approached. Each successful aid another check grants the captain a +2 bonus on his Profession (sailor) check. At the DM's discretion, the use of certain spells, such as *control winds*, *control water*, or *summon nature's ally* (to summon air or water elementals for aid) can also grant a +2 bonus per spell cast to the Profession (sailor) checks.

Every time the captain fails a Profession (sailor) check, the situation grows worse for the *Sea Wyvern* and her crew.

First Failed Check: A swell tosses the ship. All on board must succeed on DC 10 Balance checks or fall prone. Characters lashed in place automatically succeed. Those who fail by 5 or more take 1d6 points of damage, and suffer a –2 penalty on their next skill check to aid the captain.

Second Failed Check: A glancing blow from a waterspout causes the ship to lurch violently. All on board must succeed on DC 15 Balance checks or fall prone as above. Those who fail by 5 or more take 2d6 points of damage, and those who fail by 10 or more are washed overboard. PCs lashed in place automatically succeed but take 1d6 points of nonlethal damage. A character washed overboard can reboard the ship by making a DC 30 Swim check followed by a DC 30 Climb check, otherwise he is swept away from the *Sea Wyvern* by currents in a random direction at a speed of 60 feet.

Third Failed Check: A huge wave crashes over the *Sea Wyvern's* bow. All on board must succeed on DC 15 Reflex

Gaping Maw Locations

Additional details on these locations can be found in the *Fiendish Codex I* (pages 140–141).

Abysm: Two imposing serpentine towers emerge from the turbid seas here. Each ends in a minaret resembling an enormous fanged skull, and together the spires comprise the fearsome fortress Abysm, sanctuary of the Prince of Demons himself.

The Brine Flats: The low seabed surrounding Gaping Maw's mainland provides shelter from the otherwise intense tides of the layer's ocean, resulting in vast stretches of shallow, salt-rich flats.

The Claws of Belcheresk: The balor Belcheresk, honored agent of Demogorgon and perhaps the demon best positioned to inherit his widespread domain, dwells upon these rugged islands.

Divided's Ire: Once a pleasure palace, Demogorgon has transformed this island into a horrific prison.

Harrowrend: Vast colonies of seabirds, stirges, and winged demons swarm the heights of the Harrowrend Pinnacles, a wretched edifice ruled by a giggling, slobbering babau named Karizmodus the Carver.

Kolurenth: A stone fortress perched high atop this rocky pinnacle houses one of Demogorgon's most formidable champions, the death knight Saint Kargoth the Betrayer.

Lemoriax: The wide, overgrown avenues and crumbling ziggurats of the "capital" city of Lemoriax echo with the screams of tens of thousands of savage demons.

The Scabwash Sentinels: The hollowed-out interior of this pair of connected stone pinnacles contains the workshop-domains of five brilliant sibriex obyriths (*Fiendish Codex I* 53) and their numerous servitor demons.

The Screaming Jungle: This immense region is named for the constantly keening fiendish monkeys, lemurs, and apes that dwell below its leafy canopy.

The Stygian Eye: Vessels that fall victim to this persistent maelstrom are deposited at a random location on the Abyssian Ocean.

saves or be washed into the sea (see above). Those lashed to the deck get a +4 circumstance bonus to the save, and if they fail simply take 4d6 points of damage—they are only washed out to sea if the saving throw was a natural 1. In addition, 1d4 sails tear free from the rigging. Each sail lost imparts a –4 penalty on Profession (sailor) checks to continue.

Fourth Failed Check: As three failed checks, but a powerful gust of wind cracks the main mast. It falls in a random direction. Creatures in its path must succeed on DC 15 Reflex save or take 3d6 points of damage. All further Profession (sailor) checks made to navigate the Maw's Teeth suffer a –10 penalty.

Fifth Failed Check: A 50-foot-tall wave crashes over the ship, snapping the remaining masts and capsizing the ship. Without powerful magic, the *Sea Wyvern* sinks in 2d6+10 rounds.

Retreat: At any time, the ship's captain may make a DC 15 Profession (sailor) check to retreat from the Maw's Teeth instead of making a check to make further progress. On a successful check, the *Sea Wyvern* quickly moves back to safety on the Abyssian Ocean side, where repairs can be made to the ship.

Magic: *Control weather* can subdue the maelstrom around the Maw's Teeth enough so that a ship may pass through with ease, although the nature of the Abyss resists such magic. In order for this tactic to succeed, the caster must make a DC 25 caster level check. *Miracle* or *wish* can achieve the same result without needing to make a caster level check.

Development: As with sailing the Abyssian Ocean, the PCs must once more chart their course upon arriving on Gaping Maw. From the point where the PCs appear, it's 100 miles to Divided's Ire. A DC 25 Knowledge (geography) check is required to plot a course there. Once the course is plotted, it's about a day-and-a-half journey for the *Sea Wyvern* to reach the prison.

Ad-Hoc Experience Award: If the PCs manage to navigate the Maw's Teeth, award them experience as if they'd defeated a CR 15 creature.

An Unlikely Guide (EL 17)

As the PCs sail through Gaping Maw, you can liven up their journey by using some of the encounters suggested on page 139 of *Fiendish Codex I*. Alternately, you can use this encounter at some point during the journey, especially if the PCs are having trouble forming a plan or need a guide to help them on their way.

As the encounter begins, all PCs on deck of the *Sea Wyvern* should make DC 20 Spot checks. Success indicates they notice a strange vessel with a very low waterline floating toward them. At the center of the strange boat flickers a bright light, like that of a bonfire. As the object draws nearer, it is revealed to be an enormous floating clot of blood and meat stretched over a bony frame. A cage of dark iron rocks about at the clot's center, inside of which howls what appears to be a twisted angel shrouded in tongues of fire. The "angel" reaches a thin hand out from between the bars of the cage, screaming for help as it spots the *Sea Wyvern*. An instant later, a pair of immense purple horrors tears free of the clot, rearing back and shrieking with rage.

Creatures: The two purple demons are four-armed undead monsters known as blood fiends, and the blood clot is their horrific and foul boat. The blood fiends are in the process of transporting a prisoner (a palrethree demon named Azael) to Thanatos. Azael was once one of Orcus's more trusted servants, an agent the Prince of Undead sent to Gaping Maw to spy on Demogorgon after hearing rumors of the Prince of Demon's latest project. Unfortunately for Azael, Demogorgon grew wise to the mole. The blood fiends, sent to shadow Azael, "rescued" the demon just before he would have been captured by a band of Lemorian bounty hunters, and now they sail on this skiff made from the remains of 1,000 slaves back to Thanatos, where they hope to turn Azael over to their lord for a ripe reward.

Blood fiends are ogre-sized humanoid demons with thick, scaly hide and four arms. Their faces are wolflike, with glowing eyes and large teeth. A palrethree demon is a tall, emaciated humanoid with blood-red skin and bony, white, vestigal wings. Its body is constantly sheathed in fire that changes color and appearance at its whim.

The cage Azael is kept in is made of adamantine (Hardness 20, hp 90, Break DC 36), and locked with a key hidden in the flesh near the bow of the boat. Azael knows the key's hidden up there, but it still takes a DC 25 Search check to find it.

AZAEL **CR 11**

Male advanced elite palrethee
CE Medium outsider (chaotic, evil, fire, tanar'ri)
Monster Manual II 58
Init +3; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 23, touch 13, flat-footed 20; Dodge, Mobility
hp 114 (12 HD); **DR** 10/good
Immune electricity, fire, poison
Resist acid 10; **SR** 18
Fort +13, **Ref** +11, **Will** +11
Weakness vulnerable to cold

Spd 30 ft.
Melee 2 slams +17 (1d8+5 plus demonic burn)
Base Atk +12; **Grp** +17
Atk Options Combat Expertise, Spring Attack, Whirlwind Attack
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 8th)
At will—*detect good*, *detect magic*, *see invisibility*
1/day—*fear* (30-foot radius, DC 16)

Abilities Str 20, Dex 16, Con 20, Int 10, Wis 16 Cha 15
SQ *fiery shield*
Feats Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack
Skills Bluff +17, Diplomacy +19, Hide +18, Knowledge (the planes) +15, Listen +18, Sense Motive +18, Search +15, Spot +18

Demonic Burn (Ex) A creature hit by Azael's slam must make a DC 21 Reflex save or catch fire. The fire burns for 1d4 rounds, inflicting 1d6 fire damage each round.
***Fiery Shield* (Sp)** When a creature attacks a palrethee with a non-reach melee weapon, the attacker takes 1d6+8 points of fire damage (spell resistance applies, CL 8th). This ability can be dispelled, but the palrethee can reactivate it on its turn as a free action.

***Summon Tanar'ri* (Sp)** Once per day, Azael can attempt to summon another palrethee with a 30% chance of success. Azael has already used this ability in his daily attempt to escape his cage—the blood fiends are quick to slaughter any summoned demons, and so far, this tactic hasn't worked.

Blood Fiends of Orcus (2) **CR 15**

Male advanced blood fiend
CE Large undead
Fiend Folio 47

Init +7; **Senses** darkvision 60 ft.; Listen +32, Spot +32
Languages Abyssal

AC 32, touch 12, flat-footed 29; Dodge, Mobility
hp 120 (16 HD); fast healing 5; **DR** 15/good
Immune electricity, undead traits
Resist acid 10, cold 10, fire 10; **SR** 24
Fort +5, **Ref** +10, **Will** +15

Spd 40 ft., fly 80 ft. (perfect)
Melee 4 claws +15 (1d6+8 plus energy drain) and bite +10 (1d8+4 plus blood drain)
Space 10 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +20
Special Actions domination
Spell-Like Abilities (CL 18th)

At will—*detect good*, *detect magic*, *greater teleport* (self plus 50 pounds of objects only)
3/day—*chaos hammer* (DC 19), *darkness*, *unholy blight* (DC 19)
1/day—*blasphemy*, *desecrate*

Abilities Str 26, Dex 16, Con —, Int 17, Wis 20, Cha 21
SQ alternate form, create spawn, gaseous form, turn resistance +6
Feats Combat Reflexes, Dodge, Improved Initiative, Improved Toughness (+1 hp/HD), Lightning Reflexes, Mobility
Skills Bluff +13, Concentration +19, Hide +26, Listen +32, Move Silently +30, Search +30, Sense Motive +32, Spot +32

Alternate Form (Su) A blood fiend can assume the shape of a fiendish bat, a fiendish dire bat, a dire wolf, a howler, or a nightmare as a standard action. This functions as *polymorph* (CL 12th) except that the demon also gains the exceptional abilities of the form assumed, and can maintain the assumed form indefinitely.
Blood Drain (Su) A blood fiend deals 1d4 points of Constitution drain every time it hits with its bite attack as it drains blood.
Create Spawn (Su) An outsider with the evil subtype slain by a blood fiend's energy drain attack rises as a blood fiend 1d4 days later.
Domination (Su) As a standard action, a blood fiend can attempt to dominate any creature within 30 feet that looks into its eyes. This functions as *dominate monster* (CL 18th); a DC 23 Will save negates the effect.
Energy Drain (Su) Any living creature hit by a blood fiend's claw must make a DC 23 Fortitude save or gain one negative level. For each negative level bestowed, the blood fiend heals 5 points of damage, gaining any excess healing as temporary hit points. It's a DC 23 Fortitude save to remove the negative level.
Gaseous Form (Su) A blood fiend can assume gaseous form as a standard action at will. This ability functions as the *gaseous form* spell (CL 5th), except that the blood fiend can remain gaseous indefinitely and has a fly speed of 20 feet (perfect). A blood fiend reduced to 0 hit points automatically assumes gaseous form and attempts to escape. Its fast

A Note About North

Although Gaping Maw lacks a north pole, this adventure's text and maps utilize the cardinal directions as an arbitrary means for describing the locations the PCs visit.

healing begins as soon as it has rested anywhere for 1 hour. A *dismissal*, *dispel evil*, *banishment*, *dictum*, or *holy word* cast on it while its current hit points are below 1 destroys it utterly.

Tactics: When the blood fiends notice the *Sea Wyvern*, they quickly decide to add her and her crew to their haul. The first blood fiend uses *greater teleport* to move to the deck of the PCs' ship, preferably within reach of a spellcaster. It parks itself there, casting *blasphemy* or using domination to order a spellcaster overboard. Thereafter, it uses full attacks each round.

Meanwhile, its companion takes to the air and casts *unholy blight* at the densest concentration of PCs. It supports its ally with its spell-like abilities until one or more PCs fall, at which point it joins the other blood fiend.

Should the PCs reduce one or both blood fiends to 30 hit points or less, both teleport back to their ship. On their next action, one casts *desecrate*. There, they make their stand, fighting to the death.

The clot-ship measures 30 feet in diameter. Given its spongy nature, it counts as difficult terrain. Each space costs 2 squares of movement, and running or charging is impossible.

Treasure: Hidden in the coagulated blood near the stern of the clot-ship is the blood fiends' stash of treasure. The PCs can recover these items by peeling away layers of rancid material and by succeeding on a DC 25 Search check, revealing 700 pp, an emerald worth 1,200 gp, three black pearls worth 600 gp each, four pieces of amber worth 110 gp each, a *ring of improved swimming*, and a *periapt of wound closure*.

Development: Azael is in a bad spot. Demogorgon wants to imprison him and Orcus wants to destroy him for failing in his mission. The PCs' arrival presents him with an interesting opportunity. If he can somehow gain the PCs' confidence, he hopes to benefit from their protection while also learning why the characters are here.

If the characters give him time to talk, Azael thanks them for rescuing him and declares that he owes them a debt of service, and promises to help them in any way he can. He's friendly and pliable and doesn't threaten the PCs at all. In fact, he assumes a servile and flattering demeanor, answering questions to the best of his ability, shading lies with truth. Should the PCs subject him to *zone of truth* or *discern lies*, he doesn't resist and speaks truthfully. What follows are some possible questions and suitable answers.

Who are you? "My lord, I am your humble servant, Azael."

What are you? "Misunderstood, it seems. Some would disparage my character by calling me a demon. Whilst I hail from this plane, it is by no choice of mine."

Why were you in that cage? "I have angered my former master. Those blood fiends were to deliver me to Thanatos. Your rescue has spared me from an awful fate."

Who did you serve? "Orcus, Lord of Thanatos and Prince of Undeath... although I ought to add that I was an unwilling conscript in his service. He can be violently persuasive, as I'm sure you can imagine."

What did you do to anger Orcus? "I was to spy on Demogorgon and learn something of his current plots. Alas, I am a poor spy and was found out. My cover blown, I did the only thing I could do: I fled."

And what did you find out? "Not enough, given my current predicament. Why do you ask? Are you somehow involved with the *shadow pearls*?"

Shadow pearls? "Of course! Masters, you are so coy. But I can play along."

What does Demogorgon intend to do with them? "Don't you know? I know little, of course. I do believe the Prince of Demons intends to use the energies they unleash to spread madness and savagery throughout the Material Plane, though I know not why."

Where would Demogorgon send captured enemies? "That one's easy—to a place called Divided's Ire. Has he taken someone dear from you? I would advise against visiting the Ire, of course. Dangerous place, that. You'll need a guide, naturally. Perhaps I could help in some way? It's the least I can do."

How can we get to Divided's Ire? "I'll be happy to lead you, friends. If you are opposed to Demogorgon, assisting you can only help me to regain my place in Orcus's favor. Orcus despises Demogorgon, and anything that would vex the Sibilant Beast is pleasing to my former master."

The PCs should have little reason to trust Azael, and the demon knows this. True to his nature, he likely betrays them at some point, but he honestly sees helping the PCs as his only hope of escaping Orcus's wrath. There's nothing forcing the characters to take Azael along, but he does come through for them. His advice when charting a course to Divided's Ire grants a +4 circumstance bonus to Knowledge (geography) checks.

Approaching Divided's Ire

The final leg of the journey finds the *Sea Wyvern* approaching an angry smear of red that stains the skies on the horizon. As the PCs draw closer, the air becomes tainted with the stench of sulfur and ash, heavy with the toxins spewed forth from the volcano. When the islands finally come into view, the PCs see a pair of markedly different landmasses. Jungles blanket the eastern island, choking the place with fecund growth. Waterfalls created by rainwater spill down from the heights, adding to the impression of a verdant paradise filled with life. In contrast, the western island is barren, shrouded in ash spewed from the various cracks and vents crisscrossing its surface. Where the eastern island features inviting sandy beaches, the western offers nothing but jagged rocks and a river of lava that spills into the sea, throwing up clouds of caustic steam. Straddling the gap between the islands is Divided's Ire. Dark shapes (vrocks and nabassu demons) wheel in the air above the prison complex, and the sky is pregnant with violence as if the island itself was waiting for the right moment to strike.

The Paradise

The eastern island offers plenty of places for the PCs to moor their ship in the form of coves and deep water inlets perfect for dropping anchor and hiding the *Sea Wyvern* from passersby. As the characters circle the island, allow them DC 20 Spot checks. Those that succeed note a single mast rising above the trees in an isolated cove (area **A**). Investigating the cove turns up the *Crimson Scar*, the ship Vanthus stole from Cold Captain Wyther to make his journey to the Abyss. The ship flies no colors, and there's no activity on the deck. Exploring the ship reveals nothing of interest except for the fact that it has been scoured clean of both life and loot—nothing of value remains on deck.

Despite the condition of the *Crimson Scar*, the characters can leave the *Sea Wyvern* safely moored anywhere along the coast of Paradise for several hours. Still, the PCs may be reluctant to leave their only haven in the shallows of a sinister island, and with cause. Every 8 hours, there's a 20% chance that a flock of eight vrocks notices the *Sea Wyvern* and moves to investigate. Spells like *antipathy*, *forbiddance*, *Mordenkainen's private sanctum*, and *mirage arcana* can adequately protect the *Sea Wyvern*—otherwise, if the PCs leave their ship untended (or poorly guarded) they may just return to find it as picked over as the *Crimson Scar*.

Paradise is relatively small and the characters should be able to reach the prison in no time at all. Though the distance is short, the PCs do have to climb a great deal, making the going slow unless the characters use magic to close the distance. Flight cuts down on travel time but is not much safer, as the nabassus in area **13** are entitled to Spot checks to notice approaching fliers. If at least one succeeds, he alerts his fellows telepathically and all four close on the intruders.

Other monsters, like fiendish dinosaurs, fiendish dire animals, retrievers, and demons of all types dwell in these jungles. If the PCs spend too much time here, feel free to have them encounter some of these deadly denizens.

The Penance

There are far fewer places to land on the shores of the western island. The waters here are treacherous, hiding sharp rocks that can damage the *Sea Wyvern's* hull, to say nothing of the poor visibility caused by the volcanic mists. The western island is utterly barren, little more than naked rock pierced with vents that spew toxic gas and steam into the air, covering the place in a thick poisonous mist. The top of the island is a fiery wound, a caldera that hemorrhages lava that forms a river that spills down to the seas, throwing up plumes of caustic steam that greedily consume whatever flesh they touch. Nothing lives here aside from those villainous fiends that dwell in the ruins of the prison far above.

If the PCs opt to approach the Ire via this island, they receive concealment (20% miss chance) from the thick mist. While there are no monstrous threats here, the island itself serves as their adversary. Each minute the characters move on this island, they must succeed on a DC 25 Fortitude save or become poisoned (initial damage 1d6 Wisdom and secondary damage 2d6 Constitution). In addition, every 10 minutes there's an 8% chance of a random environmental effect. Roll on the table on the next page to see what hazards the PCs face. A DC 20 Survival check made every 10 minutes can reduce the chance of a hazard to 4%.

PART THREE: DIVIDED'S IRE

Straddling the peaks of Paradise and Penance is the prison known as Divided's Ire. Built around the caldera of an active volcano, the prison is on the constant verge of collapse. Had it been built on the Material Plane, it would have long ago done just that, but the unearthly nature of the Abyss itself holds it together to further the torment of those held within its walls. Yet the constant volcanic activity and earth tremors have still done their part in damaging certain portions, and the walls and floors are cracked and split in places.

Divided's Ire was not always a prison; originally, it's purpose was much closer to a "pleasure palace," where Demogorgon dallied with his consorts. His favored courtesan near the end of this time was

Penance Hazards

d%	Hazard
01–20	A vent spews steam up in a 60-foot-cone; 10d6 fire damage; Reflex DC 25 half.
21–40	An area of thin crust gives way, dropping a random character into a pool of lava for 20d6 points of fire damage. A DC 20 Reflex save reduces this damage to 4d6.
41–60	The ground trembles. All characters must succeed on DC 15 Balance checks or fall prone. Characters failing by 5 or more take 1d6 points of damage as they land on jagged rocks.
61–80	Flaming cinders rain from above, dealing 2d6 points of fire damage and 4d6 points of bludgeoning damage to all characters; DC 15 Reflex half.
81–00	The air thickens with toxins: Fortitude DC 30, initial damage 1d6 Wisdom, secondary damage 2d6 Constitution.

an ambitious succubus named Shami-Amourae. The affair came to a violent end when Demogorgon discovered that Shami-Amourae had been manipulating his conflicting personalities to advance her station. Enraged, he sealed her away in the prison realm known as the Wells of Darkness (the 73rd layer of the Abyss) and repurposed Divided's Ire, transforming it into a prison for those who wrong him.

Since the Prince of Demons never cared who or what he sealed up in his grand prison, Divided's Ire came to hold all sorts of creatures, including mortals, celestials, and agents of rival demon lords and archdevils. As the place slipped further and further from the attentions of the Prince of Demons, the inhabitants began to slip free from their cells. Some escaped, but others instead seized the opportunity to become rulers of different parts of the prison. Rather than work together, these self-created prison wardens spent most of their resources warring with one another, weeding out the weak so only the most dangerous inhabitants remain in a stalemate for the battle to control the prison.

A tenuous peace now exists between six factions in Divided's Ire, each led by a different warden. The balance of power here is delicate, though, and with Vanthus's arrival on the scene, the situation has grown increasingly unstable. One tiny misstep could plunge the entire compound into a terrible war that would ultimately destroy the prison and all within it. It is to this realm the PCs come, and this tenuous balance may be their greatest asset.

The Prison

Divided's Ire consists of three massive buildings connected by a series of bridges. The eastern structure is the largest, though in the worst shape, having suffered structural damage from a recent bout of tremors. To the west are two large structures, one built on either side of the caldera. These buildings are in great condition considering their proximity to the volcano. Between the eastern structure and the western buildings is a drop that descends almost 2,000 feet to the sea below, a gap that leaves an impossibly thin cliff face along the eastern side of the volcano. Crossing this gap are two massive bridges. A fourth and final structure stands on a small island in the middle of the lava flow.

The building exteriors are particularly macabre, decorated with bas-reliefs and friezes showing demons in profane acts of debauchery with themselves, each other, and a host of countless victims. Soot and ash stain everything here, and the air is alive with fluttering cinders that burn whatever they touch. Plumes of toxic smoke hang in the air above, choking the life out of anything and anyone who lingers here. As a result, the immediate environs on both islands are scorched earth littered with the blackened remains of old corpses, twisted trees, and indefinable lumps of burnt material.

Defenses: Since so many of the creatures Demogorgon imprisoned here can teleport or summon aid, one of the most important defenses of Divided's Ire is a magical field similar to that created by a *forbiddance* spell. This field wards the entire structure, to a height of 1,000 feet above, and prevents all forms of planar travel into or out of it. This includes all teleportation spells, *plane shifting*, astral travel, ethereal travel, and all summoning spells (including the spell-like ability of many fiends to summon allies). This effect also blocks all attempts to magically locate creatures within, such as via spells like *locate creature* and *discern location* (other divination spells, including scrying effects, are not so affected). This zone also incorporates a potent effect similar to that created by *sympathy* that targets outsiders—any outsider that enters the area becomes filled with an overwhelming urge to remain within the zone unless it makes a DC 28 Will save. Those who fail find it difficult to even contemplate leaving the prison—this is the primary reason that even though many of Divided's Ire's prisoners have escaped their cells, they have yet to move on from the prison. They interpret this compulsion differently; some believe they are destined to rule the prison, while others remain simply because they want to destroy their nearby rivals. Under extreme conditions (such as when attempting to flee certain death) an outsider can attempt to escape the prison by making a DC 28 Will save, but it may only attempt this save once per day. This *sympathy* effect is a mind-affecting compulsion.

Areas **26–28**, once the primary point of arrival to the prison, lie outside of this magical field.

The external walls are magically treated hewn stone and the internal walls, floors, and ceiling are magically treated iron. All doors are wrought from tainted green iron mined from the depths of Gehenna. These doors ooze a noisome poison, and anyone who touches them must succeed on a DC 18 Fortitude save to resist the effects (initial and secondary damage 1d4 Wisdom drain). Worse, this venom is highly addictive. Anyone damaged by this poison must succeed on a DC

25 Fortitude save upon suffering the secondary damage or become addicted. An addicted character must touch one of the filthy doors of Divided's Ire for his daily fix, otherwise he must make a DC 25 Fortitude save to avoid taking 1d6 points of Dexterity, Constitution, and Wisdom drain. To recover from the addiction, the character must succeed on two consecutive Fortitude saves. Addiction can be removed as if it were a disease. Creatures that are immune to poison can touch the doors without harm and run no chance of becoming addicted.

The ceilings throughout Divided's Ire rise 30 feet overhead.

External Walls: 3 ft. thick; Hardness 16; 1,080 hp; Break DC 70; Climb DC 22.

Internal Walls: 1 ft. thick; Hardness 20; 720 hp; Break DC 45; Climb DC 15.

Doors: 2 in. thick; Hardness 10; 60 hp; Break DC 28.

Lighting: Unless otherwise mentioned, the rooms within Divided's Ire have shadowy illumination from skull-shaped iron lanterns that shed faint fiery light at sporadic intervals along the wall.

Air Quality: The air outside of the prison within a mile radius of Divided's Ire is foul and toxic. Each minute the characters remain outside, they must succeed on a DC 15 Fortitude save against inhaled poison. Initial damage is 1d6 Wisdom damage and secondary damage is 2d6 Constitution damage. Inside the prison, the air remains foul-smelling, but the toxin levels are not dangerous.

The Factions

Over the decades, several dangerous escaped prisoners have decided to make a part of Divided's Ire their own. Many have risen and fallen, and those six who remain today are the worst of the worst, each with designs on seizing the prison for their own purposes. The faction leaders jockey for power and influence, looking for whatever advantage they can before sending their minions to destroy their enemies. There are six major power groups.

DUNGEON DRESSING

Throughout Divided's Ire, there are many empty rooms (once prison cells, storerooms, or guardrooms) left for you to fill in if desired or to leave empty if you don't. To spruce up some of these locations, you can roll on the following table to add a few unpleasant details to evoke the unique character of this place.

Roll	Result
01–05	1d6 severed fingers
06–10	Pool of warm blood
11–15	Hunk of quivering flesh
16–20	Pile of bloody teeth
21–25	Spray of blood
26–30	Dead bard
31–35	Squealing, mutated rat
36–40	Broken holy symbol of St. Cuthbert
41–45	Dead fish
46–50	Bloody eyeball
51–55	Pile of dung
56–60	Maggots!
61–65	Empty wand
66	Wiggling tooth formed from skin
67–70	Pail of suspicious fluid
71–75	Broken manacle
76–80	Random graffiti written in Celestial
81–85	Old sock
86–90	Bag of entrails
91–95	Rusty scalpel
96–00	Partly devoured horse

- **Belshamoth (areas 16–21):** A disgusting and depraved shator demodand who pines monstrosity S'Sharra.
- **Kululblax (areas 6–9):** A glabrezu who was once the original warden of the complex, but years of laxness and decadence have eroded his authority.
- **Lillianth (Areas 22–25):** A marilith condemned to Demogorgon's prison after being betrayed by Graz'zt's son Athux.
- **Orgosh (area 33):** A bullywug lich who once advised Demogorgon on matters necromantic, relegated now to the ignoble role of glorified butler.
- **Saureya (areas 29–31):** A fallen angel who has slipped into madness, filled with a self-destructive impulse to serve Demogorgon as he once did his former master Adimarchus.
- **S'Sharra (areas 2–5):** A ruthless kelvezu demon and the only faction leader who came to Divided's Ire of her own volition, S'Sharra hopes to murder Kululblax and take command of the compound.

Vanthus

The newest arrival in Divided's Ire is Vanthus Vanderboren. Not long after he arrived in the Abyssian Ocean, a flock of shadowy demons sought him out. Sent by a mysterious demon lord named Socothbenoth, the demons promised Vanthus all manner of wealth and power if, instead of sailing to Gaping Maw, he would only follow them to the 597th layer of the Abyss, a place called Goranthis, to meet with their patron. Vanthus drove the demons off, but upon arriving at Lemoriax discovered that Demogorgon had not the time to speak with him until after the savage tide had come and gone. He managed to secure an audience with the balor Belcheresk, one of Demogorgon's most powerful agents in Gaping Maw, and was told to take his sister to Divided's Ire and await his master's pleasure there. Vanthus agreed, realizing that the prison would likely be the best place to keep his sister while waiting for her eventual transformation into a Lemorian half-fiend—at Divided's Ire, her chances of escape would be minimal.

Yet things did not go well for Vanthus or his crew upon arriving at Divided's Ire. They found the place in chaos, no longer a prison but a madhouse ruled by escaped prisoners. His crew was quickly slaughtered when it was caught in the crossfire of a conflict between S'Sharra and Kululblax, and as he attempted to escape, another fiend stole his sister from him. Enraged, Vanthus attempted to reclaim Lavinia from the marilith Lillianth, but could not stand on his own against her forces.

So now, Vanthus has retreated to an isolated corner of Divided's Ire to brood and plot how best to reclaim his sister. The shadows of Socothbenoth have sought him out again, and while he remains loyal to Demogorgon, their corrosive whispers are working. Soon, he will shift his allegiance to Socothbenoth and, with the aid of his new master, Vanthus hopes to reduce Divided's Ire to rubble, if that's what it takes to reclaim Lavinia.

Key Locations

All of the following locations correspond with those indicated on the Divided's Ire map. The descriptions of the rooms and areas are just snapshots of the complex, reflecting a typical arrangement of the denizens when the PCs arrive. The inhabitants, in most cases, don't just wait around to be killed. They have plans and motivations of their own, and the longer the PCs wander the corridors and chambers while searching for Lavinia, the closer the various factions come to attaining their goals. Do not feel constrained by the keyed locations, but rather, use them as a guide and play the creatures intelligently as they go about their business.

1. Into the Breach

A gaping hole in the wall opens onto a massive chamber strewn with debris. The floor is riddled with cracks connecting to a great rent in the floor. On the far side of the chasm stands a hastily constructed wall of stone blocks and jagged boulders.

This area is one of the few no-man's lands in the prison. An invisible quasit lurks behind a wall to the south. If it notices the PCs entering this area, it flutters off to report to S'Sharra.

Quasit: hp 13; *Monster Manual* 46.

2. The Wall (EL 17)

Running across the width of the room is a crude wall of rubble, old flagstones, and rotting body parts. Faces stare out of the stones and wasted hands stick out as if in greeting. The wall rises some twenty feet before terminating in a row of much-abused heads on spikes that are alive and twitching with scuttling roaches.

There are plenty of handholds for a character to scramble up the wall (Climb DC 15) but any weight in excess of 150 pounds causes a 10-foot section of wall to collapse inward, dealing 2d6 points of damage to the climber. A successful

DIVIDED'S IRE
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One Square = 10 feet

DC 10 Knowledge (architecture) check reveals the wall's instability. The chasm that cuts across this area descends 2,000 feet to the churning waters below.

Creature: The eight vrocks that patrol this area are far from the only guardians of the zone. One of the remaining guardians from the time when Divided's Ire was a functional prison remains here: a huge golem crafted of oily gray stone in Demogorgon's image. This monster is a greater Lemorian golem—a more powerful variant of the creature encountered by the PCs in "Here There Be Monsters." The golem's patrol route carries it in a circuit around this open area; it attacks any creatures it encounters, other than vrocks or S'sharra.

GREATER LEMORIAN GOLEM **CR 17**
Advanced Lemorian Golem
CE Huge construct
DUNGEON #142 60

Init +6; **Senses** darkvision 60 ft.; Listen +34, Spot +34
Languages Abyssal

AC 27, touch 10, flat-footed 27
hp 235 (30 HD); **DR** 10/adamantine or good
Immune construct traits
SR 18
Fort +11, **Ref** +11, **Will** +10

Spd 40 ft.; climb 20 ft.
Melee* 4 tentacles +29 (3d6+13/19–20 plus rot)
Space 15 ft.; **Reach** 15 ft.
Base Atk +22; **Grp** +43
Atk Options Cleave, Great Cleave, Power Attack, improved grab, constrict 2d6+19 plus rot
Special Actions howl
*5-point Power Attack

Abilities Str 36, Dex 14, Con —, Int 11, Wis 12, Cha 11
SQ dual nature
Feats Ability Focus (howl), Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Improved Toughness (+1 hp/HD), Power Attack, Weapon Focus (tentacle)
Skills Climb +21, Listen +34, Spot +34

Constrict (Ex) A Lemorian golem that establishes a hold deals 2d6+19 points of constriction damage and 1d4 points of Constitution damage as the target's flesh rots away into corruption. The Constitution damage can be resisted with a DC 25 Fortitude save. The save DC is Constitution-based.

Dual Nature (Ex) A Lemorian golem has two minds. As such, it retains the ability to fight and defend itself while grappling a single foe, also retaining its Dexterity bonus to AC. If a Lemorian golem grapples two foes, it looses its ability to make attacks with its tentacles and its Dexterity bonus to AC.

Howl (Su) A Lemorian golem can howl as a standard action (or as part of a full-attack action due to its dual nature), causing all those within 50 feet to become shaken for 1d6 rounds (DC 25 Will save negates). Each head can howl once per day. A shaken creature becomes panicked for 1d6 rounds if affected by a second howl. The save DC is Charisma-based.

Rot (Su) Anyone struck by a Lemorian golem must make a DC 25 Fortitude save or take 1d4 points of Constitution damage

S'Sharra

as their flesh rots and turns gangrenous from the unholy contact. The save DC is Constitution-based.

Vrocks (8): hp 115 each; *Monster Manual* 48.

3. Rookery (EL 15)

This forty-foot-square structure towers over the rest of the buildings in this area. The south side has a twenty-foot-wide opening that rises from the floor to the ceiling. Near the base of the structure are mounds of stinking offal mixed with feathers and bits of bone.

The chamber's interior is completely open, with the exception of a tangle of posts that jut out from the walls. Each wall bears four posts, with two set 10 feet above the floor, and the other two 10 feet above that. These roosts stretch out 8 feet and are slick with droppings.

Creatures: This is the lair of the vrocks. There are only eight here at any given time.

Vrocks (8): hp 115 each; *Monster Manual* 48.

Tactics: Two of the vrocks cast *heroism* on themselves and then drop from above to attack. Another three vrocks remain on their roosts to support their allies, using *telekinesis* to disarm and trip opponents, or to lift them into the air to hold them suspended. The final three spend 3 rounds performing a dance of ruin to destroy the intruders.

4. The Assassin's Lair (EL 18)

This square chamber rises twenty feet above the floor of the room. The entrance runs from the floor to the ceiling. Inside is a single room. In the corners stand piles of demonic skulls crawling with bloated maggots, each with a tiny wailing human head.

Creature: If the characters have not yet encountered S'Sharra, they do so here. She has long black hair held back in pigtails tied with leather cords, and wears a snug black corset with matching leather pants featuring gaps along the sides to reveal her shapely legs. She may be beautiful, but her demonic heritage is clear, manifest by the small horns piercing her brow, to say nothing of the dusky red hue of her skin.

Demogorgon has begun to worry about the PCs and their efforts to derail his plans. Knowing the characters' connection to Vanthus, the Prince of Demons sought to exploit their loyalty to Lavinia or their need for vengeance against Vanthus, and instructed him to hole up here, unknowingly as bait. S'Sharra initially arrived under the impression that the prison was still under Kulublax's control. She planned on murdering the glabrezu and taking his place as the prison's warden, so that when the PCs arrived she could pretend to send them on their way to where she had "imprisoned" Vanthus, only to strike at them once the battle with the death knight was joined. Instead, she found Divided's Ire to be in chaos, and has barely been able to manage claiming this corner of the complex as her own.

S'SHARRA **CR 18**

Female kelvezu blackguard 4

CE Medium outsider (chaotic, evil, tanar'ri)

Monster Manual II 60

Init +12; **Senses** darkvision 60 ft., detect magic, see invisibility; Listen +17, Spot +17

Aura despair (10 ft. –2 to enemy saving throws)

Languages Abyssal, Celestial, Draconic

AC 41, touch 26, flat-footed 29; improved uncanny dodge

hp 188 (16 HD); **DR** 15/cold iron and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 26

Fort +24, **Ref** +26, **Will** +16; evasion

Spd 30 ft., fly 60 ft. (good)

Melee +2 *keen wounding scimitar* +22/+17/+12/+7 (1d6+8/15–20 plus wounding plus poison) and +1 *wounding sickle* +21/+16 (1d6+4 plus wounding plus poison)

Base Atk +16; **Grp** +22

Atk Options Cleave, Improved Sunder, Power Attack, smite good 1/day (+5 attack, +4 damage), sneak attack +9d6

Special Actions rebuke undead 8/day (+5, 2d6+7, 2nd), *summon tanar'ri*

Spells Prepared (CL 4th)

2nd—*bull's strength, cure moderate wounds*

1st—*corrupt weapon, cure light wounds*

Spell-Like Abilities (CL 18th)

At will—*deeper darkness, desecrate, detect good, detect law, greater dispel magic, greater invisibility* (self only), *read magic, suggestion* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*

Abilities Str 23, Dex 34, Con 24, Int 16, Wis 14, Cha 20

SQ dark blessing, enhanced detection, poison use

Feats Cleave, Improved Sunder, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting

Skills Bluff +20, Concentration +26, Hide +39, Intimidate +26, Knowledge (religion) +22, Knowledge (the planes) +18, Listen +17, Move Silently +35, Sense Motive +17, Spot +17, Tumble +21

Possessions +2 *keen wounding scimitar*, +1 *wounding sickle*, *ring of protection +4*, *amulet of health +4*, *gloves of Dexterity +2*, *boots of speed*

Enhanced Detection (Su) A kelvezu constantly has *detect magic* and *see invisibility* in effect (CL 18th); these effects cannot be dispelled.

Poison (Ex) A kelvezu continually coats its weapons with poison produced from its fingertips. It's a DC 23 Fortitude save to resist the poison, and its initial and secondary damage are the same (1d6 Constitution). The save DC is Constitution-based.

Tactics: Once she learns that the PCs have arrived in the prison, S'Sharra sets out to hunt them down and kill them, abandoning her ill-conceived plot to seize control. She knows her limitations and the danger posed by a group of well-armed PCs, so instead of a direct attack, she uses hit and run tactics, striking the PCs when they set camp or when they are committed to fighting some other monster. She uses *greater dispel magic* to remove protective spells, then uses *greater invisibility* to remain unseen and proceeds to carve up the PCs with sneak attacks.

Development: S'Sharra is the PCs' primary foil in this adventure—the one faction leader they cannot ally with (unless they resort to mind-controlling magic). However, if the PCs approach her first with open arms, she does not kill

them, at least not right away. She waits and lets the PCs negotiate. No matter how badly they botch their rolls, she smiles sweetly and offers her assistance, telling the PCs she can take them to Vanthus in exchange for their help. She starts by asking the characters to destroy Kululblax. Of course, she follows them invisibly, hoping to attack them as soon as the battle with Kululblax is over and the PCs are wounded.

5. Mouths of the Beast

The ceiling of this building rises twenty feet overhead. Inside, the floor is a carpet of worms writhing in a slurry of pink jelly. In the center of the chamber stands a small stone idol carved to resemble a demonic abomination equipped with two long slender necks topped with screaming baboon heads.

S'Sharra uses this chamber to communicate with her master, Demogorgon. By speaking into one of the mouths, she can transmit her words directly to her master, Demogorgon, as if she had cast a *sending* spell. Demogorgon's reply issues forth from the other mouth. The idol can be used just once a day, and then only if the proper command word is spoken first: "Tzzarg."

S'Sharra has already used the device this day, so there's no chance of her warning Demogorgon about the PCs' arrival. If the PCs waste a lot of time and let S'Sharra live, she could communicate developments in Divided's Ire, resulting in Demogorgon sending her reinforcements in the form of additional vrocks or perhaps even 2d4 hezrous.

The mass of worms and slime on the floor are harmless, though they are very much real.

6. Torture Chambers

The doors to these rooms are locked (Open Lock DC 35)—only Kululblax has the keys.

The stench from this chamber is staggering. Clearly, the room is a torture chamber, based on the row of iron maidens, racks, screws, and an assortment of other sinister devices. Pools of blood and fluid cover the floor. The walls and even the ceiling bear splatters of dripping gore. Most of the equipment is empty, but a few devices hold remains of past victims, bodies shuddering with the vermin feasting on the rotten flesh.

Kululblax (area **9**) spent a fair amount of his time in these chambers, but with his current problems he hasn't had time to visit them recently

Treasure: Each torture chamber holds a dozen branding irons, lead ingots, nine iron maidens, four jawbreakers, a pillory, a rack, and ten sets of thumbscrews. In addition, there's 100 feet of rope, three silver daggers, three cold iron daggers, and three adamantine daggers, along with a dozen flasks of acid. One grisly trophy remains in the southernmost room—the bloodied remains of a pair of angel wings that have been cast aside in the corner and forgotten.

7. Cells (EL 17+)

Much of Kululblax's demesne is made up of these holding cells. Each cell is a twenty-foot cube suspended one foot from the floor by a thick adamantine chain that hangs from the ceiling. Each cell is chained to the adjacent cells and the floor. Doors to occupied cells are locked (Open Lock DC 40)—Kululblax holds the keys. The *forbiddance* effect prevents the prisoners from teleporting to safety or summoning aid.

Magically Treated Adamantine Cells: 2-in.-thick bars; Hardness 40, hp 320; Break DC 58.

Creatures: Fully 80% of the cells hold prisoners, creatures drawn from a myriad of planes, though most are fiends. If the nature of a prisoner becomes important, roll on the table to see what's inside. Each entry also includes the creature's starting attitude—hostile creatures attack if freed.

In addition to the creatures in the cells, a patrol of eight hezrous makes its rounds through the corridors, looking for intruders or prisoners making escape attempts.

Hezrous (8): hp 138 each; *Monster Manual* 44.

Tactics: When the demons attack, they do so with a 5-point Power Attack, charging the closest foe. Thereafter, they pair off against single opponents, dropping Power Attack when making full attacks.

Prisoners of Divided's Ire

Roll	Prisoner	Attitude	EL	Source
01–15	Hezrou	Unfriendly	11	Monster Manual 44
16–29	Succubus	Unfriendly	7	Monster Manual 47
30–37	Vrock	Hostile	9	Monster Manual 48
38–39	Astral deva	Indifferent	14	*Monster Manual* 11
40–41	Hound archon hero	Indifferent	16	Monster Manual 17
42–46	Trumpet archon	Indifferent	14	Monster Manual 18
47–55	Glabrezu	Hostile	13	Monster Manual 43
56–64	Barbed devil	Hostile	11	Monster Manual 51
66–70	Horned devil	Unfriendly	16	Monster Manual 55
71–77	Ice devil	Unfriendly	13	Monster Manual 56
78–83	Nalfeshnee	Unfriendly	18	Monster Manual 45
84	Balor	Hostile	20	Monster Manual 40
85–86	Bralani eladrin	Indifferent	6	Monster Manual 94
87–88	Leonal guardinal	Indifferent	12	Monster Manual 142
89–91	Lich	Hostile	19	Monster Manual 167
92–94	Mummy lord	Hostile	15	Monster Manual 190
95–97	Mind flayer sorcerer	Hostile	17	Monster Manual 187
98–00	Marut	Indifferent	15	Monster Manual 159

8. Corridor of Spite (EL 8)

Piercing either side of this massive forty-foot wide corridor are a number of side passages made by the gaps between the gently swaying cells hanging from the ceiling. In a row along the center of the corridor rise four twelve-foot-tall iron statues of armored demonic warriors. Braziers spewing smokeless green flames hang from the ceiling between the statues, shedding a sickly light.

The braziers hold *continual flame* spells.

Creatures: Crouching atop the central two statues are a pair of Kululblax's minions, babau demons charged with keeping an eye on the approach to the warden's lair. If they see anyone approaching area **9**, they quickly flee to Kululblax's side to warn him.

Babaus (2): hp 66 each; *Monster Manual* 40.

9. The Warden (EL 17)

This massive gallery holds heaps of excrement, rotting corpses, and broken weapons. Rent and shattered cells lie scattered about, and jagged spikes hang from the ceiling.

This is Kululblax's lair. When not torturing prisoners or commanding his hezrou minions to raid S'Sharra's realm, he's here, cracking open a cell and drawing out the prisoner from within for violent entertainment. The floor is crowded with debris, some sharp and dangerous, most wet and slippery. The conditions on the floor make for difficult terrain.

If the characters have not yet encountered the warden, they find him here.

Creatures: Demogorgon entrusted command of Divided's Ire to Kululblax. While the Prince of Demons had no illusions about this ambitious demon's competence, he expected the fiend would serve well on the grounds of his cruelty alone. Shortly after coming to power, the glabrezu abandoned his responsibilities and turned the compound into his own private den of wickedness.

Kululblax has enjoyed his time as the prison's warden immensely, but his growing fear that Demogorgon might stop by and see the sorry state which he has let the prison fall has finally penetrated his haze of excess. The arrival of one of Demogorgon's notorious agents (S'Sharra) brought home the imminence of the Prince's return, and so Kululblax has reluctantly set aside his vile distractions and rallied his guards for a new offensive against the upstarts. Kululblax doesn't fight for long-term stability of Divided's Ire; he only wants to establish himself as a dominant force until Demogorgon's attentions once again turn elsewhere.

KULULBLAX **CR 18**

Male glabrezu barbarian 3/ranger 2
CE Huge outsider (chaotic, evil, tanar'ri)
Monster Manual 43
Init +5; **Senses** darkvision 60 ft., true seeing; Listen +31, Spot +31
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 35, touch 12, flat-footed 34; uncanny dodge
hp 286 (17 HD); **DR** 10/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 21
Fort +26, **Ref** +13, **Will** +12; evasion

Spd 50 ft.
Melee +4 *cold iron battleaxe* +28/+23/+18/+13 (3d6+16/×3) and
+4 *cold iron battleaxe* +28 (3d6+10/×3) and
2 pincers +21 (2d8+6) and
bite +21 (1d8+6)
Space 15 ft.; **Reach** 15 ft.
Base Atk +17; **Grp** +37

Kululblax

Atk Options Cleave, Great Cleave, Power Attack, favored enemy +2 (good outsiders), improved grab
Special Actions rage 1/day
Spell-Like Abilities (CL 14th)
At will—*chaos hammer* (DC 20), *confusion* (DC 20), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 20)
1/day—*power word stun*
1/month—*wish* (fulfilled for a mortal humanoid creature)

Abilities Str 35, Dex 13, Con 34, Int 14, Wis 16, Cha 22
SQ trap sense +1, wild empathy +8
Feats Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (battleaxe)
Skills Bluff +21, Craft (torture device) +8, Concentration +27, Intimidate +23, Jump +38, Knowledge (history) +17, Knowledge (the planes) +17, Listen +31, Move Silently +16, Search +17, Sense Motive +18, Spot +31
Possessions +4 *cold iron battleaxe* (2), weapon chains (treat as locked gauntlets), *ring of evasion*, *ring of protection +3*, *bracers of armor +4*, keys to torture rooms and cells

Rage When raging, Kululblax's stats change as follows:
AC 33, touch 10, flat-footed 32
hp 320
Fort +28, Will +14
Melee* +4 *cold iron battleaxe* +28/+23/+18/+13 (3d6+20/×3) and +4 *cold iron battleaxe* +28 (3d6+13/×3) and 2 pincers +21 (2d8+9) and bite +21 (1d8+9)
*2-point Power Attack

Tactics: Kululblax starts combat by using *reverse gravity* to send characters slamming up into the spikes on the ceiling (1d4 spikes, melee attack +20, damage 2d6 each). He uses *power word stun* on a spellcaster and then flies into a rage. Kululblax fights to the death.

Development: The warden has no allies outside of his troops. Kululblax is desperate. Demogorgon could arrive at any time and when he does, Kululblax is done for. The warden blames S'Sharra for all of his troubles, and anything or anyone that can drive the kelvezu away (and thus turn Demogorgon's eyes away from the prison) has value. If the PCs manage to forge an alliance with this unfriendly demon, he grants them safe passage through his territory. If the PCs manage to improve his attitude to helpful, he lends them four hezrous to help them out during their stay here.

If queried about Vanthus and his hiding place, or about Lavinia's current location, Kululblax proves evasive, regardless of his attitude. He's willing to assist the characters in finding the death knight, but they have to do something for him first. He wants them to kill S'Sharra (or some other leader if the characters have already dealt with the assassin). Once they achieve this, he swears he'll tell them where both Vanderborens can likely be found.

Ad-Hoc Experience Award: If the party manages to secure an alliance with Kululblax, they gain experience as if they had defeated him in combat.

10. Tower of Sighs

Rising some sixty feet into the air is a wide tower constructed entirely of skulls. As the sulfurous winds blow across its exterior, a soft and mournful sigh escapes from the bones. A single door facing west appears to be the only entrance.

This is Kululblax's watchtower. Before the uprisings, his hezrous would stand watch and examine the skies and seas for visitors. As more and more of his minions fell to S'Sharra and others, he pulled the sentries inside to shore up his defenses, leaving the tower empty.

Though there's little of interest inside the tower, none of Kululblax's minions come here, making it a reasonably safe place for the PCs to hole up while exploring the prison.

11. The Watch (EL 17)

Extending out over the gap between the islands is an enormous balcony. The structure has two levels, with the uppermost level connected to the eastern half of the prison and the lower level connected to the upper by a broad staircase.

Carved into the steps of the stairs bisecting the balcony are prayers to Demogorgon in Abyssal. Characters that can read this language find all sorts of sinister invocations for vengeance, power, and fulfillment of lusts. Anyone who reads the prayers for more than a few rounds immediately notices the repetition of a strange name—Shami-Amourae. A DC 25 Knowledge (the planes) check identifies this name as belonging to the Lady of Delights, a one-time contender to the title of Queen of Succubi. A character who exceeds this DC by 10 or more knows that this demon lord was once a consort of Demogorgon, and was later spurned in favor of Malcanthet. A DC 30 Knowledge (arcana) check reveals that the prayers once had the capability of summoning Shami-Amourae, but if they are spoken now, nothing happens.

Creatures: A trio of brutal fiends stand guard here, watching for traffic between the islands. These fiends are nycaloths, powerful neutral evil fiends that often hire out as mercenaries for both devils and demons. A nycaloth looks like a big gargoyle with powerful bat-wings and thick green skin. They have four powerful arms and a vaguely canine head with horns and small webbed ears. Demogorgon negotiated the service of a large number of nycaloths nearly a century ago, brokering the deal with a foul ultroloth named Rixlenask in an attempt to swell his armies for an attack against his hated rival Orcus. The attack never went through, and these three nycaloths now serve out the remaining decades of their service as guards here at Divided's Ire. With the prison's fall, they've nothing left to guard, but have remained here nonetheless, content with the location as a home until Demogorgon notices.

Nycaloth Mercenaries (3) **CR 14**
Male nycaloth fighter 4
NE Large outsider (evil, extraplanar, yugoloth)
Monster Manual III 202
Init +7; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

AC 33, touch 12, flat-footed 30; Mobility
hp 247 (18 HD); **DR** 10/good
Immune acid, poison
Resist cold 10, fire 10, electricity 10; **SR** 24
Fort +22, **Ref** +13, **Will** +12

Spd 40 ft., fly 90 ft. (good)
Melee* *+2 greataxe* +23/+18/+13/+8 (3d6+26/19–20/×3) and 2 claws +15 (1d6+9 plus bleeding wounds)
Space 10 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +30
Atk Options Flyby Attack, Improved Bull Rush, Power Attack, improved grab, liftoff, 2 rakes +25 (1d6+4)
Special Actions *summon yugoloth*
Spell-Like Abilities (CL 14th)
At will—*deeper darkness, desecrate, fear* (DC 18), *invisibility, mirror image, see invisibility, greater teleport* (self plus 50 pounds of objects only)
*5-point Power Attack

Abilities Str 26, Dex 17, Con 28, Int 10, Wis 10, Cha 18
Feats Alertness, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Critical (greataxe), Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Bluff +21, Concentration +28, Intimidate +27, Knowledge (the planes) +17, Listen +19, Search +17, Sense Motive +17, Spot +19
Possessions *+2 moderate fortification breastplate, +2 greataxe, amulet of natural armor +2*

Bleeding Wounds (Ex) A creature damaged by a nycaloth mercenary's claw attack takes 1 point of damage each round thereafter. Multiple wounds stack. A DC 15 Heal check or a cure spell halts this additional damage.
Improved Grab (Ex) To use this ability, a nycaloth mercenary must hit an opponent of any size with two or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target, or use its liftoff ability.
Liftoff (Ex) If the nycaloth mercenary gets a hold on a nonflying opponent of Medium or smaller size, it can ascend with the grappled creature. When carrying a medium load (267 to 532 pounds), its fly speed drops to 60 feet and it takes a –3 penalty on Hide and Move Silently checks. The penalties worsen to –6 when carrying a heavy load (533 to 800 pounds).
***Summon Yugoloth* (Sp)** 30% chance to summon another nycaloth or 1d3 mezzoloths (*Monster Manual* 3 201).

Tactics: The nycaloth mercenaries grapple the closest PCs and then use their liftoff ability to carry them over the rail and drop them to their doom. Falling characters plummet 2,000 feet into the waters below, taking 20d6 points of damage when they hit. The yugoloths then draw their *+2 greataxes* to finish off remaining PCs.

Only 1d3 rounds after this fight begins, a pair of nabassus in area **13** notice and take wing, crossing the gulf between Paradise and Penance to join in the fight. When they arrive, the gleeful demons attack both PC and nycaloth alike, as eager to get rid of the annoying yugoloths as they are the Material Plane intruders.

Development: Although the yugoloths are hostile, they do not attack right away and are amenable to conversation if intruders remain at the edge of this area and don't intrude too far into their home. Characters who successfully improve their attitudes to friendly may gain the temporary service of these fiends. The yugoloths would rather Demogorgon not turn his attention back to Divided's Ire, and are afraid that the arrival of a new death knight (Vanthus) indicates Demogorgon's renewed interest in the region. They suspect the death knight has taken up residence to the west, perhaps on the small island in the lava flow. They secretly hope that the PCs destroy the death knight, an accomplishment that should (in their estimation of things) turn Demogorgon's furious attention away from Divided's Ire and onto the PCs. If the PCs improve the nycaloths' attitude to helpful, they even agree to accompany them on a strike against the death knight, but once he's slain, they immediately become *invisible* and flee back to this location, eager to cut ties with those whom they think Demogorgon will soon smite.

Ad-Hoc Experience Award: If the party manages to secure an alliance with the yugoloths, they gain experience as if they had defeated them in combat.

12. Bridges

Stretching across the gap between the islands is a pair of wide stone bridges. Each bridge is both old and riddled with cracks and fractures. At twenty-foot intervals on either side stand stone statues of robed women, their hands extended down to the sea as if beseeching someone for help. Their stony eyes drip blood.

The stone bridges are safe so long as the characters walk across them. Flying or using any other method of crossing attracts one or more nabassus from area **13** or possibly the nycaloths from area **11**. The statues are stone and nonmagic, and while the blood that pools and drips from their eyes is real, it serves no purpose but decor.

13. Sentinels (EL 15+)

Creatures: Extending out from the cliff face of Penance's eastern shore are four ledges. On each ledge nests a sentinel, a dreadful nabassu demon. Their duty is to make sure that no prisoners escape into the seas of the Maw. They ignore anyone crossing on the bridges at area **12**, but any suspicious activity (such as flight, dives into the ocean, or combat) quickly draws their attention. The nabassus have a particular hatred of the nycaloths in area **11**, viewing them as upstarts and fools, but aren't quite brave enough to confront them on their own (since none of the four nabassus is willing to lead the charge for fear that the other three will hang back to watch him be torn apart by the three nycaloths).

A nabassu is a lanky demon with batlike wings, a gargoyle-like head with glowing yellow eyes and a great mouth filled with fangs, and leathery black and gray skin.

Nabassus (4) **CR 15**
CE Medium outsider (chaotic, evil, tanar'ri)
Fiendish Codex I 48
Init +9; **Senses** darkvision 60 ft.; Listen +23, Spot +23

Aura *unholy aura* (spell-like ability always in effect, DC 24), death-stealing gaze (DC 25)
Languages Abyssal, Common; telepathy 100 ft.

AC 35, touch 19, flat-footed 30
hp 202 (15 HD); regeneration 5; **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 26
Fort +24, **Ref** +18, **Will** +20

Spd 40 ft., fly 90 ft. (good)
Melee bite +24 (2d8+9/19–20) and 2 claws +19 (1d8+4)
Base Atk +15; **Grp** +24
Atk Options sneak attack +6d6
Special Actions feed, *summon tanar'ri*, vampiric link
Spell-Like Abilities (CL 15th, +20 ranged touch)
At will—*darkness, enervation, ethereal jaunt, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *obscuring mist, silence* (DC 18), *true seeing, unholy aura* (DC 24), *unholy blight* (DC 20)
3/day—*blasphemy* (DC 23), *energy drain* (DC 25)

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 23
SQ camouflage
Feats Ability Focus (death-stealing gaze), Combat Casting, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will
Skills Balance +7, Bluff +24, Concentration +27, Diplomacy +8, Gather Information +8, Hide +23 (+31 in underground or barren environs), Intimidate +26, Jump +15, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +23, Move Silently +23, Spot +23, Tumble +25, Use Magic Device +24

Camouflage (Ex) A nabassu gains a +8 circumstance bonus on Hide checks made in underground or barren environments.
Death-Stealing Gaze (Su) 30 feet, Fortitude DC 25, bestows 1d4 negative levels. Any humanoid creature drained to 0 levels dies and is immediately transformed into a ghoul under the nabassu's permanent command. As a standard action, a nabassu can actively use its gaze to kill a single creature within range. A creature that fails the DC 25 Fortitude save is immediately slain.
Feed (Su) A nabassu who slays a creature with a coup de grace attack eats a significant portion of the victim while the remaining flesh rots away to a foul-smelling paste, thus preventing raising or resurrection that requires parts of the corpse. A nabassu gains the effects of a *death knell* spell (CL 20th) when it successfully feeds in this manner.
Regeneration (Ex) A nabassu takes normal damage from good-aligned weapons.
***Summon Tanar'ri* (Sp)** Once per day, a nabassu can summon 2d4 babaus or 1d4 hezrous with a 70% chance of success, or one glabrezu with a 30% chance of success. This ability is the equivalent of a 7th-level spell (CL 15th).
Vampiric Link (Su) As a standard action, a nabassu can establish a vampiric link between itself and a living creature within 30 feet. The target is entitled to a DC 23 Will save to negate the effect; otherwise, the link remains in place until the target moves out of range or until the nabassu selects a new target. Whenever the affected creature deals damage to the nabassu, the creature takes the same damage. If the creature targets the nabassu with a spell, the effects of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the nabassu's spell resistance. This is a necromancy effect.

Tactics: The nabassus don't wait for their kin to arrive before they attack, giving the PCs a bit of a chance to take them down one at a time before being forced to deal with all four demons at once. A nabassu softens its prey using spell-like abilities, *greater dispel magic*, and death-stealing gaze before engaging a foe in melee combat. It favors *energy drain*, *hold monster*, and *enervation*. These demons fight to the death.

14. Crucible of Fire (EL 18)

Dominating the island of Penance is this smoldering volcano. Its eastern slopes are impossibly thin, held together only by the malevolent and unknowable forces of the Abyss itself. While the volcano will never erupt (at least, not as long as Demogorgon keeps it that way), its constant trembling and smoking and periodic disgorging of lava bombs keeps Divided's Ire under constant menace.

Creatures: Lurking just beneath the surface of the lava is a fiendish magma drake, a draconic reptile that has lived within the caldera since before Divided's Ire was built. Most of the inhabitants of the Divided's Ire don't even realize the creature, named Lazruvakus, exists. A notable exception is Orgosh, who suspects a dangerous creature dwells at the volcano's heart but hasn't tried to waken it yet.

Awakening Lazruvakus requires a creature of at least Gargantuan size plumeting into the caldera, or the casting of a large-scale destructive spell like *meteor swarm, earthquake, storm of vengeance,* or *whirlwind* upon the surface of the lava below. Doing so rouses the magma drake in 1d6 rounds.

LAZRUVAKUS **CR 21**
Male fiendish advanced magma drake
CE Gargantuan dragon (earth, fire)
Draconomicon 144, *Monster Manual* 108
Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +36, Spot +36
Languages Draconic, Ignan

AC 28, touch 9, flat-footed 27
hp 495 (30 HD); **DR** 10/magic
Immune fire, sleep, paralysis
Resist cold 10; **SR** 25
Fort +26, **Ref** +20, **Will** +18
Weakness vulnerable to cold

Spd 30 ft., burrow 10 ft., fly 60 ft. (poor)
Melee* bite +31 (6d6+25/19–20) and 2 claws +29 (4d6+17) and tail slap +29 (4d6+32)
Space 20 ft.; **Reach** 15 ft.
Base Atk +30; **Grp** +57
Atk Options Flyby Attack, Power Attack, burn, improved grab (claw)
*10-point Power Attack

Abilities Str 41, Dex 12, Con 28, Int 8, Wis 12, Cha 11
Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw, tail slap), Improved Toughness (+1 hp/HD), Lightning Reflexes, Multiattack, Power Attack
Skills Bluff +33, Climb +12, Hide +28, Listen +36, Search +32, Spot +36

Burn (Ex) Those grappled by a magma drake must make a DC 34 Reflex save or catch fire. The fire burns for 1d4 rounds. A burning creature can take a move action to put out the flame (but not while grappled).

Improved Grab (Ex) To use this ability, a magma drake must hit a creature of its size or smaller with a claw attack. It can then attempt to grapple as a free action without provoking an attack of opportunity.

Tactics: If awakened, Lazruvakus flies up and out of the bubbling lava and lands on the span (area **15**) to get his bearings. He attacks every living creature he finds, beginning with the PCs and then attacking the demons until he is destroyed. Should the PCs manage to reduce him to 50 hit points or less, he retreats back to the lava, using Flyby Attack as he leaves.

Development: If the PCs need a distraction or something to keep the demons of Divided's Ire busy, awakening Lazruvakus is an excellent (but dangerous) option. Orgosh might send the PCs here to do just that, hoping that the wakened monster will slaughter enough of his enemies here that he'll be able to expand into the depopulated regions of the prison with ease.

15. The Span

This wide bridge spans the caldera at a height of 1,000 feet above the lava. A creature that falls off the bridge takes 20d6 falling damage and then 20d6 fire damage per round from the lava.

16. Hall of Horrors (EL 10)

Anyone within 10 feet of the door to this room smells something terrible seeping through from the room beyond. The room is flooded to the ceiling with disgusting filth, refuse, offal, and rancid slime. When opened, a nightmare torrent of viscous, oozy effluvia spills out in a gelid flood. Any character standing in the hall outside of this area takes 10d6 points of acid damage from the caustic stuff (Reflex DC 20 for half). In addition, all characters in the area must succeed on DC 25 Fortitude saves or become nauseated for as long as they remain in the area and for 1d4 rounds thereafter. How Belshamoth managed to fill this room with so much filth (let alone why he did so) is a question best left unanswered.

Development: Opening this door alerts the two filth demon sentries in area **19**. They come to investigate in 1d4 rounds.

17. The Chamber of Delicious Treats

Over two dozen large stone cubes hang from the ceiling by thick iron chains. The blocks each hang at different heights, some dropping as low as a few inches from the floor with others being suspended near the ceiling. The chains themselves are fixed to rings set near the floor, so that one can raise or lower the blocks. Beneath each block are sets of manacles. Puddles of flesh, bone, and blood stain the floor and undersides of the suspended blocks.

Kululblax used this room to press the life out of prisoners that angered him. He would chain the victim to the floor, slowly lowering a 2,000 pound block onto the target, and leave the pressure on for hours at a time. When he returned, he'd lower it again by another link, gradually crushing the life out of his victims.

While the theory of this room intrigues Belshamoth, he has not yet had a chance to try it out on a prisoner. If he captures the PCs, he might subject them to the blocks. Characters manacled and pinned beneath a block take 1d6 points of damage from the first setting each minute the block sits on the character. Each lower setting deals the previous damage again plus 1d6 points of damage (1d6, 2d6, 3d6, 4d6, and so on) until the block deals 20d6 points of damage per minute. When the block kills the victim, it effectively pulps and smears the body, sending gobbets of greasy flesh in all directions.

18. Watch Station (EL 16)

Creatures: This watch station is where Belshamoth posted three kelubar demodand minions, immense flabby humanoid creatures covered with reeking slime. The demodands are poor guardians, however, and are currently distracted by the fragmentary corpse of a trumpet archon they recently killed. As long as they're arguing about the functions of the celestial's internal organs, they take a –4 penalty on Listen and Spot checks.

Kelubar Demodands (3) **CR 13**

NE Medium outsider (evil, extraplanar)
Fiend Folio 44

Init +5; **Senses** darkvision 60 ft.; Listen +18, Spot +18
Aura stench (30 feet)
Languages Abyssal, Common, Demodand

AC 27, touch 11, flat-footed 27; Dodge, Mobility, uncanny dodge
hp 97 (13 HD); **DR** 15/good
Immune acid, cold, fire, poison
SR 25
Fort +11, **Ref** +9, **Will** +10; evasion

Spd 30 ft., fly 60 ft. (average)
Melee 2 claws +18 (1d4+5 plus 1d6 acid) and bite +16 (1d6+2 plus 1d6 acid)
Base Atk +13; **Grp** +18
Atk Options Spring Attack, acidic slime, sneak attack +4d6
Special Actions *summon demodand*
Spell-Like Abilities (CL 13th, +14 ranged touch)
At will—*detect magic, clairaudience/clairvoyance, fear* (DC 18), *invisibility, Melf's acid arrow, spider climb, tongues*
3/day—*fog cloud, ray of enfeeblement*
2/day—*acid fog, dispel magic*

Abilities Str 20, Dex 13, Con 17, Int 14, Wis 15, Cha 18
Feats Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack
Skills Bluff +28, Concentration +19, Diplomacy +34, Hide +9, Intimidate +24, Knowledge (local) +18, Knowledge (the planes) +18, Listen +18, Move Silently +9, Sense Motive +26, Spot +18

Acidic Slime (Ex) The slime secreted by a kelubar adds +1d6 acid damage to each of its melee attacks. On a critical hit, this burst of acid deals +1d10 acid damage.

Stench (Ex) All creatures within 30 feet of a kelubar must make a DC 19 Fortitude save or be overcome with nausea from the monster's stench of filth and decay. A victim remains nauseated as long as he remains in the area, and for 10 rounds thereafter. A successful save means the creature is immune to that particular kelubar's stench for 1 day.

***Summon Demodand* (Sp)** Once per day, a kelubar can attempt to summon 1d2 kelubars with a 40% chance of success or 1d4 farastu demodands with a 60% chance of success.

Tactics: At the start of combat, one kelubar casts *acid fog* while the other two cast *ray of enfeeblement*. Thereafter, they use Spring Attack to flank and shred their opponents, focusing their attacks on one character at a time.

Treasure: Scattered throughout this chamber are bits of treasure the demodands have scavenged from unfortunate visitors to Divided's Ire, but haven't yet figured out what to do with: 4,133 gp, 6 bloodstones worth 50 gp each, a +2 *lance*, a *potion of cat's grace*, a *potion of shield of faith +5*, and a scroll of *finger of death* in a filthy but watertight ivory scroll tube worth 300 gp.

19. The Imprisoned (EL 16)

Stretching over two hundred feet long and about half this distance across is a massive hall. Two sets of staircases ascend to landings some twenty feet above the floor. Dozens of alabaster statues of a scantily clad succubus fill the alcoves along the walls—each seems to depict the same dangerously beautiful creature in a different pose. At the far end of the hall is an enormous dais on which sits a strange, two-backed amber throne flecked with black specks. The throne is sized for a creature nearly twenty feet in height, and strewn around its base are sodden pillows, wet with scum and corruption. To either side of this throne stand additional statues of the beautiful succubus, in poses of adoration toward whoever sits in the throne. The vaulted ceiling rises fifty feet overhead, where strange shadows dance on profane symbols.

This chamber was once Demogorgon's throne room and pleasure den. It was here where he entertained his lover, Shami-Amourae. The dozens of statues in this room depict the powerful succubus, as a DC 30 Knowledge (the planes) check can reveal. The throne itself seats Demogorgon comfortably, and even today retains some of the taint of his presence. Any character that sits in the throne is suddenly struck by an overwhelming sense of confusion and inner turmoil, almost as if his personality was splitting in half. Each round the creature remains seated, he must make a DC 30 Will save or be driven mad, as if affected by an *insanity* spell.

Creature: Belshamoth is by far the most repellent thing in Divided's Ire. He is unforgivably lascivious and bloated on his own corruption. He has declared himself master of the prison and flings excrement at any who even suggest otherwise. A thick film of grease covers this shuddering fiend's massive blubbery body. Branching out from the folds of his back fat are two leathery wings. His gruesome head is toadlike, and pale slime spills forth from his wide mouth.

Characters attempting negotiation rather than combat intrigue the shator. He's unfriendly, but if the characters reveal their purpose, he offers to help. Belshamoth lusts for a queen. His initial and horrific attempt to woo Lillianth failed horrifically. He's now set his eyes on S'Sharra, attracted by her vicious nature as much as by her wanton cruelty. He dreams of her and sometimes sings her praises, crooning awfully in the hopes his tuneless song will lure her into the folds of his dripping flesh. The longer she holds out, the more obsessed he grows. Until she is brought to him, he cannot bring himself to assist the PCs.

Characters that manage this task automatically improve the demodand's attitude to helpful. In exchange for their assistance, he offers them the service of two filth demons. Alternatively, if the PCs ask, he is willing to lead an attack against one of his neighboring factions, but he doesn't volunteer such aid on his own.

BELSHAMOTH **CR 18**

Male advanced shator demodand
NE Large outsider (evil, extraplanar)
Fiend Folio 45

Init +3; **Senses** darkvision 120 ft., scent, see invisibility; Listen +28, Spot +28

Languages Abyssal, Common, Demodand, Infernal

AC 31, touch 17, flat-footed 28
hp 170 (20 HD); **DR** 15/good
Immune acid, cold, fire, mind-affecting effects, poison
Resist electricity 20; **SR** 30
Fort +16, **Ref** +15, **Will** +15

Spd 30 ft., fly 70 ft. (poor)
Melee +4 *speed guisarme* +30/+30/+25/+20/+15 (2d6+14) or 2 claws +26 (1d6+7 plus paralysis) and bite +24 (2d6+3 plus paralysis)
Ranged slime +22 touch (paralysis)
Space 10 ft.; **Reach** 10 ft. (20 ft. with guisarme)
Base Atk +20; **Grp** +31
Atk Options Combat Expertise, Improved Trip
Special Actions *summon demodand*
Sorcerer Spells Prepared (CL 8th, +22 ranged touch)
4th (4/day)—*phantasmal killer* (DC 19)
3rd (6/day)—*fireball* (DC 18), *haste*
2nd (7/day)—*bear's endurance, mirror image, scorching ray*
1st (7/day)—*expeditious retreat, grease* (DC 16), *mage armor*, magic missile, true strike*
0 (6/day)—*acid splash, arcane mark, dancing lights, ghost sound* (DC 15), *mage hand, mending, open/close, ray of frost*
*Already cast once today
Spell-Like Abilities (CL 15th, +22 ranged touch)
At will—*detect magic, clairaudience/clairvoyance, fear* (DC 19), *invisibility, spider climb, tongues*
3/day—*cloudkill, fog cloud*, quickened *ray of enfeeblement, stinking cloud* (DC 18)
2/day—*dispel magic*
1/day—*mass charm monster* (DC 23)

Abilities Str 24, Dex 16, Con 18, Int 16, Wis 16, Cha 21
Feats Alertness, Combat Expertise, Combat Reflexes, Empower Spell, Improved Trip, Multiattack, Quicken Spell-Like Ability (*ray of enfeeblement*)
Skills Bluff +28, Concentration +27, Hide +22, Intimidate +30, Knowledge (arcana) +26, Knowledge (local) +26, Knowledge (the planes) +26, Listen +28, Move Silently +26, Sense Motive +26, Spot +28
Possessions +4 *speed guisarme, ring of force shield, ring of major electricity resistance*

Paralyzing Slime (Ex) Creatures struck by a shator's claw or bite must make a DC 24 Fortitude save or be paralyzed for 3d6 rounds. A shator can spit a globule of slime as a ranged touch attack with a range of 30 feet, with the same effect.

***Summon Demodand* (Sp)** Once per day, a shator can attempt to summon 1d2 shators with a 30% chance of success, or either 1d4 kelubars or 1d6 farastus with a 70% chance of success.

Tactics: In combat, Belshamoth bellows for help before he lurches forward to engage his foes. Any surviving fiends in areas **18**, **20**, and **21** quickly come to his aid. Given adequate time to prepare, he casts *bull's strength*, *shield*, and *displacement*. He casts *mass charm monster* during the first round, ordering any who succumb to move to area **20** to await his attentions, and then falls back to direct damage spells to finish the fight. If reduced to less than 30 hit points, he drops his guisarme and pitifully begs for his life. Belshamoth has had to humiliate himself in similar ways before, and won't hesitate to offer whatever it is he thinks the PCs want if it'll keep him alive. Of course, once he has a chance, he tries to escape.

20. Chamber of Delights (EL 17)

Slick sludge coats the walls and floors of this oddly-shaped chamber, and ropes of noxious slime hang from the ceiling. A slippery staircase leads up to a landing that wraps around to the adjoining room.

This chamber once served Demogorgon and Shami-Amourae as a private place where they could entertain each other. When Demogorgon discovered his lover had betrayed him, the contents of this room were the first he destroyed. Nothing remains of the once fantastic decor and furnishings.

Creatures: Once the denizens of the pits in area **21**, three noxious demons known as beliarons, or "filth demons," now dwell here. Belshamoth took an immediate liking to these foul monsters, and keeps them here for his entertainment. When the PCs enter the room, the fiends hunker down in the muck to hide, hoping to attack with surprise.

Beliarons (3): hp 199 each; see Appendix.

Treasure: Characters searching the foul mounds of sludge to the east can make a DC 40 Search check to discover an exquisite ring of braided ruby and sapphire bands. The ring is worth 10,000 gp, and was once owned by Shami-Amourae herself. Her name is inscribed in the inside band. Demogorgon missed this ring in his initial rampage, and it has gone unnoticed and forgotten here ever since. Access to this ring, one of the few surviving items once owned by Shami-Amourae, can make contacting her in "Wells of Darkness" somewhat easier.

21. The Pits (EL 17)

Two sets of staircases lead up to landings that open into a massive rectangular gallery. Three wide pits pierce the floor. The floor is slick with spilled offal and effluvia.

This chamber was once used to hold mortal prisoners and petitioners who

offended Demogorgon, even before he transformed the site into a prison. Today, the room still serves the same function, but the pits hold scores of howling damned souls instead.

Creatures: Patrolling this room are two filth demons under the watchful command of a bitter and surly nalfeshnee named Radglath, who secretly plots to overthrow Belshamoth. Lurking within each of the 60-foot-deep pits are thousands of pale, writhing maggots with human faces. These foot-long monsters are larvae, physical manifestations of mortal souls who have passed into the Abyss after the end of a wicked life. Many fiends use larvae as a form of currency; these repositories represent an Abyssal variation of a treasury, in a sense. The larvae fill each pit to within 10 feet of its upper edge, and those at the bottom 50 feet below are packed so tightly that they can hardly move. A character that falls into a pit of larvae sinks into the writhing mass at the rate of 1 foot per round, suffering 4d6 points of damage per round as the sharp-toothed creatures bite and tear at exposed flesh. Once a character sinks below the surface, he begins to smother. Swimming through the larvae is possible with a DC 30 Swim check.

Radglath hates Belshamoth, and would do just about anything to engineer his death, even though the shator offered him asylum when he defected from Lillianth's side. However, he fears the shator's power, and so bides his time until an opportunity presents itself—such as that presented by the PCs. Assuming the characters don't rush headlong into combat, they can negotiate with the demon. Radglath is unfriendly, but if the characters have managed to deal with Belshamoth already, his attitude improves to indifferent. If the PCs can improve his attitude to friendly, he offers to help them locate Vanthus. He does this with no strings attached since he generally hates everyone in the complex and believes that if Vanthus is eliminated, Demogorgon will vent his wrath on all the ambitious would-be wardens. Once his enemies are dealt with, Radglath intends to stake his own claim on the place.

If the PCs manage to improve his attitude to helpful, he warns them about Lillianth (the only fiend in Divided's Ire he hates more than Belshamoth), who controls the other half of this structure. He describes the forces that serve her and the quickest path to the small bridge (area **26**). Under no circumstances will Radglath accompany the PCs elsewhere.

Beliarons (2): hp 199 each; see Appendix.

Radglath, nalfeshnee: hp 178; *Monster Manual* 45.

Tactics: Radglath keeps the filth demons in line, so if the PCs are interested in conversation he orders these fiends to stand down. Should combat break out, Radglath uses Improved Bull Rush to knock characters into the pits, ordering the beliarons to take up flanking positions. If reduced to less than 40 hit points, Radglath attempts to escape, abandoning the prison entirely and *teleporting* away to Lemoriax if he manages to escape Divided's Ire.

22. Hall of Knives (EL 16)

Jagged chunks of metal lance out from the walls, ceiling, and floors of this chamber.

Creature: Lillianth charged her cohort and fellow prisoner Jariaxer with protecting the eastern approach into her territory. Jariaxer is a female babau rogue who once served Lillianth as a spy, and periodically serves the same function today when the marilith wishes to be updated on the status and machinations of the competition elsewhere in the prison.

JARIAXER **CR 16**

Female babau rogue 10

CE Medium outsider (chaotic, evil, tanar'ri)

Monster Manual 40

Init +3; **Senses** darkvision 60 ft.; Listen +28, Spot +0

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 29, touch 11, flat-footed 28; improved uncanny dodge

hp 219 (17 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +17, **Ref** +15, **Will** +8

Spd 20 ft.

Melee* +3 *keen halberd* +20/+15/+10 (1d10+25/19–20/×3) and bite +15 (1d6+9)

Base Atk +14; **Grp** +22

Atk Options Cleave, Combat Expertise, Improved Feint, Improved Trip, Power Attack, crippling strike, sneak attack +7d6

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 7th)

At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only)

*5-point Power Attack

Abilities Str 26, Dex 17, Con 28, Int 14, Wis 10, Cha 18

SQ protective slime, trapfinding, trap sense +3

Feats Combat Expertise, Improved Feint, Improved Trip, Cleave, Multiattack, Power Attack

Skills Bluff +24, Climb +22, Disable Device +22, Disguise +14, Escape Artist +18, Hide +36, Listen +28, Move Silently +26, Open Lock +23, Search +30, Sleight of Hand +10

Possessions +4 *black dragonhide improved shadow banded mail, black dragonhide gauntlets of ogre power* +2, +3 *keen halberd, pink rhomboid ioun stone* (+2 Constitution)

Tactics: Jariaxer remains hidden in the shadows of the southern part of the room, and if she notices anyone entering the chamber she immediately alerts her mistress via telepathy. She waits until a character comes within striking distance before attacking, and then makes a fighting retreat to area **23** or **25**, using trip and feint attacks to slow up her enemies.

23. More Cells (EL 16)

Each unmarked room is either a cell or a torture chamber, holding all sorts of ghastly equipment and likely a few maimed, dead, or dying occupants. These cells are warded with *antimagic* whenever the door is closed.

Creatures: A group of six hezrous patrol these halls, constantly on the watch for both intruders and prisoners attempting to escape.

Hezrous (6): hp 138 each; *Monster Manual* 44.

Tactics: The hezrous begin combat by casting *chaos hammer* and *blasphemy*, telepathically notifying Lillianth on the first round of combat. They fight to the death.

24. The False Gnome (EL 16)

The steps lead down into a heavily scented chamber filled with silk cushions, trays laden with wines and liqueurs, bubbling hookahs, and platters filled with figs, strawberries, and gooey chocolates.

This chamber is Lillianth's private lounge, outfitted with luxurious items stolen primarilly from the one-time guards' complex (area **33**), although much of the food and drugs were taken from the Crimson Scar, brought up here by a few dominated crewmembers who paid for their help with their lives.

Creature: Lounging in one mound of cushions is Lynnara, companion and lover to Lillianth. In truth, it is Lynnara who is the traitor that Lillianth fears still infects her group. The succubus is in fact a devoted agent of Malcanthet, sent to become Lillianth's confidante so that her true mistress can stay abreast of the missions Graz'zt set her upon. Now that Lillianth is on Gaping Maw, Malcanthet has ordered her to pay closer attention to any events involving Demogorgon. Malcanthet hasn't revealed to Lynnara that she suspects the Prince of Demons is preparing a bold move that could well restructure the very Abyss itself, but has told her that a group of Material Plane agents of hers will soon be visiting Divided's Ire, and that they are to be assisted in any way possible without revealing her allegiance to the Queen of Succubi.

If Lynnara knows the PCs are in the Ire, she assumes the form of a wizened old gnome. When they arrive in this chamber, she frantically introduces herself as Nurt Bilgeflower, claiming to have been a planar navigator pressed into service several years ago on the *Crimson Scar*. In fact, there was a real Nurt Bilgeflower, but he was doomed at the same time as the rest of the crew after demons carried them from the ship up to the Ire. As it worked out, Nurt ended up tormented by Lynnara, and when she was done with him she threw his remains into the lava. All that remains now is his name.

LYNNARA **CR 17**

Female succubus bard 8/thrall of Malcanthet 8

CE Medium outsider (chaotic, evil, tanar'ri)

Monster Manual 47, *DRAGON #353* 30

Init +3; **Senses** darkvision 60 ft.; Listen +28, Spot +20

Aura telepathic gaze (100 ft.)

Languages Abyssal, Celestial, Draconic; tongues, telepathy 100 ft.

AC 35, touch 21, flat-footed 27

hp 171 (22 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +13, **Ref** +16, **Will** +20

Spd 30 ft., fly 50 ft. (average)

Melee *sword of life stealing* +21/+16/+11/+6 (1d8+2/17–20 and energy drain) and claw +14 (1d6)

Base Atk +16; **Grp** +16

Atk Options Arcane Strike, betrayal, sneak attack +2d6

Special Actions bardic music 8/day (countersong, *fascinate*, inspire competence, inspire courage +2, *suggestion*), energy drain

Bard Spells Known (CL 18th)

5th (4/day)—*greater dispel magic, mass suggestion* (DC 32), *mislead* (DC 30)

4th (6/day)—*cure critical wounds, dominate person* (DC 29), *freedom of movement, ruin delver's fortune*

3rd (6/day)—*cure serious wounds, displacement, glibness, love's lament* (DC 28)

2nd (6/day)—*enthrall* (DC29), *entice gift* (DC 27), *suggestion* (DC 29), *whirling blade*

1st (7/day)—*critical strike, grease* (DC 24), *silent image* (DC 24), *Tasha's hideous laughter* (DC 26)

0 (4/day)—*detect magic, mage hand, mending, message, open/close, prestidigitation*

Spell-Like Abilities (CL 12th)

At will—*charm monster* (DC 27), *detect good, detect thoughts* (DC 25), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 26), *greater teleport* (self plus 50 pounds of objects only)

1/day—*dominate monster* (DC 31, language-dependent)

Abilities Str 10, Dex 16, Con 18, Int 18, Wis 17, Cha 37

SQ bardic knowledge +12, change shape, profane beauty

Feats Arcane Strike, Improved Critical (longsword), Greater Spell Focus (enchantment), Persuasive, Practiced Spellcaster (bard), Spell Focus (enchantment), Thrall to Demon (Malcanthet), Weapon Finesse

Skills Bluff +48, Concentration +29, Diplomacy +48, Disguise +21 (+31 when using change shape), Escape Artist +12, Hide +12, Intimidate +50, Knowledge (religion) +12, Knowledge (the planes) +29, Listen +28, Perform (sing, dance) +38, Move Silently +12, Spellcraft +12, Spot +20, Tumble +19

Possessions *sword of life stealing, amulet of health +6, bracers of armor +5, ring of counterspells* (contains *greater dispel magic*), *glove of storing* (contains *sword of life stealing*)

Betrayal (Su) If Lynnara deals damage to an ally with a weapon or spell, the ally must make a DC 31 Will save or be stunned for 1d4 rounds.

Draining Kiss (Su) Three times per day, Lynnara's energy drain can inflict 2 negative levels rather than 1.

Dominating Voice (Su) Lynnara gains a +8 competence bonus on Bluff, Diplomacy, and Intimidate checks and a +2 profane bonus to the save DC of any language-dependent spell she casts.

Profane Beauty (Su) Lynnara gains a deflection bonus to her Armor Class equal to her Charisma bonus (maximum bonus equal to her thrall of Malcanthet level).

Reflect Enchantment (Ex) Three times per day, when Lynnara makes her saving throw to resist any enchantment spell, she may reflexively reflect that spell back at its source, as if she had cast the spell on the target.

Telepathic Gaze (Ex) Lynnara can read the surface thoughts of any creature that meets her gaze as if she had cast *detect thoughts* and concentrated on the target for 3 rounds. The target can attempt to resist this gaze by making a DC 31 Will save. If Lynnara reads someone's thoughts, she gains a +5 circumstance

bonus on Bluff, Diplomacy, or Intimidate checks made against that opponent.

Feats Arcane Strike (*Complete Warrior* 96) allows Lynnara to sacrifice a spell as a free action to gain a bonus on her attack rolls equal to the level of the spell sacrificed and a bonus on weapon damage rolls equal to 1d4 points × the level of the spell sacrificed. Practiced Spellcaster (*Complete Divine* 82) increases her effective caster level for bard spells by +4. Thrall to Demon (*Fiendish Codex I* 87) allows her to gain a +1 luck bonus on any one roll while performing an evil act.

Spells Several of Lynnara's spells are from the *Spell Compendium*. If you don't use this book in your campaign, replace *critical strike* with *cure light wounds*, *entice gift* with *hold person*, *love's lament* with *confusion*, *ruin delver's fortune* with *modify memory*, and *whirling blade* with *cure moderate wounds*.

Tactics: Lynnara prefers to choose her fights, relying on more powerful allies she can bolster with her bardic music and spells rather than fight herself. Yet when cornered, she tries to strike before any deceived allies realize she's turned on them so she can gain the full advantage of both sneak attack and betrayal. She uses Arcane Strike to bolster her melee attacks and damage, sacrificing her highest level spells first. Given the opportunity, she enjoys using *charm monster* or *dominate person* to magically compel a creature, then attacks them to use betrayal and sneak attack. She has no intention of sacrificing herself for anyone other than Malcanthet, and if brought below 40 hit points, she attempts to flee, teleporting away if she escapes Divided's Ire.

Development: If the PCs fall for Lynnara's ruse and believe her to actually be an enslaved gnome, she's got a tricky balancing act to perform. She claims to have been enslaved by the evil marilith Lillianth, and feigns terror at even the mention of her name. She tells the PCs that, until the marilith is slain, she dares not leave this room, but if they can kill her, she (as Nurt) promises to aid them as a guide and navigator during their continued adventures on the Abyss. If the PCs do slay Lillianth and return here, she accompanies them on the rest of the adventure, remaining in the background during battles and playing the role of a non-combatant frightened gnome expert. If all goes well, she hopes to insinuate herself in the *Sea Wyvern's* crew, from where she watches the PCs and gives regular reports to Malcanthet on their progress. During the next few adventures, her advice can subtly guide the PCs toward their goal, which, in the end, syncs up nicely with Malcanthet's master plan for the Prince of Demons.

If the PCs ever see through Lynnara's disguise and trickery, she flees as quickly as possible. If she escapes, she can become a recurring foil, temptress, or trickster throughout the rest of the campaign as she tries again and again to influence the party into unknowingly doing Malcanthet's will. If they discover her trickery before they leave the area, she instead flees to Lillianth's side, hoping to lure the PCs into a fight with her marilith lover in area **25** (see the description of that area for her tactics there).

Lavinia

25. The Accursed (EL 21)

Except for a ten-foot-wide walkway around the perimeter of the room, the floor of this chamber is missing, dropping away to a churning pool of lava twenty feet below. Suspended over the fiery pit are six iron cages hanging from thick chains bolted into the ceiling thirty feet above. Both the ceiling and the surrounding walls are plated in jagged shards of razor-sharp iron blades. Figures loll about and cry in pain within three of the cages.

This chamber was used to house particularly troublesome prisoners, creatures who exhibited a special talent for escaping or who particularly annoyed Demogorgon. For some time, Lillianth and her accomplices (the babau Jariaxer, the nalfeshnee Radglath, and the succubus

Lynnara) were imprisoned here, but after she escaped, the only remaining prisoners were a mad trumpet archon named Abalarian and a seething ice devil named Baorvex. At least, until Lillianth got ahold of Lavinia Vanderboren.

Long ago, Lillianth was a rising star in the Abyss, a brilliant tactician and general who realized success after bloody success in the Blood War. Her continued triumph on the field of battle made her betters nervous, as Lillianth regularly shamed them by accomplishing things they thought impossible. Her direct commander, Athux, son of the Dark Prince Graz'zt, eventually dispatched her to the Material Plane on a special mission to assassinate the leader of a cult dedicated to Demogorgon. Of course, the mission was a setup; Athux feared that Lillianth's gift at tactics made her a threat to his own position as commander of Graz'zt's army. The Demogorgon cultists had been warned by Athux, and ambushed Lillianth and her forces. Yet the cultists did not slay her, as Athux had hoped—instead, they captured her and her three allies and handed them over to Demogorgon. The Prince of Demons was delighted to have such a famous commander of Graz'zt's army his prisoner, and placed all four demons into this room to await his attentions later—and then promptly forgot about them.

Now that Lillianth has escaped, she plots her revenge against Athux. She hopes to recruit her own army from the demons imprisoned in Divided's Ire and march them on Azzagrat to slay her former commander, but before she can accomplish this, she needs to seize control of the prison to show her power and cow the demons therein to her servitude.

With Vanthus' arrival, she sensed a distinct tactical advantage. With a death knight ally, she could count on his ability to attract undead followers to further augment her own army, and in so doing weaken Orgosh's hold. In order to secure Vanthus's allegiance, she and her followers took from him his greatest prize, Lavinia Vanderboren—a simple enough feat for such a masterful tactician. Lavinia has languished in one of the cells here ever since, tormented and tortured but kept alive so as to ensure Vanthus's continued cooperation. Once he's managed to recruit a large enough undead army and help Lillianth claim a larger foothold in the Ire, she's promised him that she'll return his sister.

Lillianth has had little success in brokering deals with mortals. As a result, she's likely to attack first and ask questions later. She's not inclined to give up her power over Vanthus by releasing Lavinia—in order to get her to do so, the PCs must give her something greater than an army of stolen undead in exchange. If the PCs can kill all five of the other faction leaders, she promises to release Lavinia, on the condition that they immediately leave Divided's Ire. The marilith may be a demon, but she's also a pragmatist—if the PCs can manage to slay the other five faction leaders, she recognizes them as an asset and does not go back on her word. In fact, she may contact the PCs at a later date after the Savage Tide Adventure Path is concluded, if only to recruit their aid in an assault on Athux's army.

The player characters may have learned something of the treachery within Lillianth's ranks and may offer to exchange this information for Lavinia. The marilith is not a fool, but she's worried about the betrayal. If the PCs can supply her with proof of Lynnara's doubledealing with Malcanthet, she sets out to destroy her lover in a fit of anger, leaving Lavinia unguarded for several minutes.

If the PCs release the insane trumpet archon Abalarian, they have one round to cure him of his insane despair with a *heal* or *greater restoration* before he throws himself into the lava below, following the same route his trumpet took not long after he was imprisoned so many years ago. If he can be cured, he vows allegiance to the PCs as long as they remain in Divided's Ire, and does what he can to aid them until they leave, at which point he returns to the upper planes to rebuild his destroyed trumpet.

If the PCs release the ice devil Baorvex, he attempts to escape Divided's Ire, furiously attacking anyone who gets in his way.

LILLIANTH **CR 21**

Female marilith fighter 2/legendary leader 4
CE Large outsider (chaotic, evil, tanar'ri)
Monster Manual 44, *Heroes of Battle* 108
Init +9; **Senses** darkvision 60 ft., true seeing; Listen +31, Spot +31
Aura *unholy aura* (spell-like ability in effect)
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

AC 40, touch 18, flat-footed 35
hp 343 (22 HD); **DR** 10/good and cold iron
Immune electricity, fear, poison
Resist acid 10, cold 10, fire 10; **SR** 25
Fort +31, **Ref** +22, **Will** +23; heroic success

Spd 40 ft.
Melee* +2 *keen halberd* +29/+24/+19/+14 (2d8+30/19–20/×3) and
+2 *unholy whip dagger* +29 (1d8+13/19–20) and
+2 *wounding heavy pick* +29 (1d8+13/×4 plus 1 Con) and
+3 *keen scimitar* +30 (1d8+14/15–20) and
+4 *short sword* +31 (1d8+15/19–20) and
tail slap +26 (4d6+17)
Space 10 ft.; **Reach** 10 ft.
Base Atk +21; **Grp** +37
Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack, constrict 4d6+16, improved grab (tail slap)
Special Actions *summon tanar'ri*
Spell-Like Abilities (CL 16th)
At will—*align weapon*, *blade barrier* (DC 24), *magic weapon*, *project image* (DC 25), *see invisibility*, *telekinesis* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 26)
2/day—*greater command* (DC 24)
*5-point Power Attack

Abilities Str 34, Dex 21, Con 32, Int 18, Wis 16, Cha 26
SQ hero's luck, natural commander
Feats Combat Expertise, Combat Reflexes, Extra Followers, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Leadership, Multiattack, Multiweapon Fighting, Power Attack
Skills Bluff +32, Concentration +31, Diplomacy +33, Hide +20, Intimidate +33, Knowledge (history) +20, Listen +31, Move Silently +24, Search +23, Sense Motive +27, Spellcraft +23, Spot +31, Use Magic Device +27
Possessions +2 *keen halberd*, +2 *unholy whip dagger*, +2 *wounding heavy pick*, +3 *keen scimitar*, +4 *short sword*, *ring of force shield*, *bracers of armor* +4

Extra Followers This feat (*Heroes of Battle* 97) doubles the number of followers Lillianth can lead.

Heroic Success (Ex) Lillianth can show her ability to beat the odds once per day by choosing to automatically succeed on a single saving throw instead of rolling the dice.

Hero's Luck (Ex) Lillianth gains a +2 luck bonus on all saving throws.

Legendary Reputation (Ex) Lillianth's reputation as a brilliant tactician grants her a +4 bonus on Diplomacy checks made to influence any NPC who is not already unfriendly or hostile. This bonus is not included above.

LAVINIA VANDERBOREN **CR 14**

Female human aristocrat 2/swashbuckler 7/duelist 6

NG Medium humanoid

Complete Warrior 11

Init +9; **Senses** Listen –1, Spot –1

Languages Common, Elven, Halfling

AC 13, touch 13, flat-footed 10; Dodge +2, Mobility, enhanced mobility

hp 95 (15 HD)

Fort +10, **Ref** +14, **Will** +7

Spd 30 ft.

Melee unarmed strike +17 (1d3 nonlethal)

Base Atk +14; **Grp** +12

Atk Options acrobatic charge, improved flanking, precise strike +1d6

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 16

SQ canny defense, improved reaction, grace

Feats Dodge, Improved Initiative, Mobility, Negotiator, Skill Focus (Diplomacy), Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Appraise +7, Balance +13, Bluff +13, Diplomacy +28, Gather Information +10, Jump +9, Knowledge (local) +7, Knowledge (nobility & royalty) +7, Perform (stringed instrument) +8, Profession (sailor) +6, Sense Motive +12, Tumble +19

Acrobatic Charge (Ex) Lavinia may charge through difficult terrain that would normally slow movement. She may charge through squares occupied by allies.

Dodge Bonus (Ex) Lavinia may designate an opponent during her action and receive a +1 dodge bonus to AC against melee attacks from that opponent. This bonus stacks with that granted by the Dodge feat, but Lavinia loses this bonus when she wears medium or heavy armor or carries a medium or heavy load.

Improved Flanking (Ex) Lavinia gains a +4 bonus to attack a flanked opponent.

Insightful Strike (Ex) Lavinia applies her Intelligence bonus on damage rolls with weapons that can gain the benefit of Weapon Finesse. This additional damage does not apply to targets immune to sneak attacks or critical hits. Lavinia loses this bonus when she wears medium or heavy armor or carries a medium or heavy load.

Abalarian, trumpet archon: hp 126; *Monster Manual* 18.

Baorvex, ice devil: hp 147; *Monster Manual* 56.

Tactics: Lillianth's first move in combat is to telepathically contact as many of her allies she can—the six hezrous from area **23**, Jariaxer, and Lynnara. While Jariaxer and the hezrous arrive as soon as they can and loyally defend their mistress, Lynnara is a more complex story. She spends an additional round or two delaying before joining the combat, and once she joins spends the first two rounds casting *freedom of movement* and *displacement* on herself while she gauges how the combat is going. If it seems clear that the PCs are losing, she decides they're not worth allying with after all, uses her bardic music to inspire courage in the other demons, and then casts curative magic and *dominate person* as necessary. If, on the other hand, the PCs seem to be winning, she uses Arcane Strike, sacrifices a 5th-level spell, and takes a full attack action on Lillianth, gaining the benefits of sneak attack and betrayal in hopes of giving the PCs a final advantage. If Lillianth still lives, she abandons the PCs and focuses her wrath on Lynnara, in which case the succubus tumbles away and uses flight to keep the PCs between the marilith and herself. If she's already led the PCs to believe she's Nurt Bilgeflower (see area **24**), she attempts to escape via *mislead*, returning to area **24** and resuming her role as the scared gnome.

Development: Lavinia reacts to the PCs' arrival with cautious disbelief; her tormentors have repeatedly used trickery and illusion to mess with her mind over the past several days, and until the PCs can prove to her they are what they are (by revealing knowledge that only they could have shared, or by making a DC 30 Diplomacy check), she tearfully embraces them, thanking them again and again for coming to her rescue. It doesn't take her long to recover her senses, though—when she does, she sets her jaw and informs the PCs that her brother is here, and that before they leave, they need to put him down. Lavinia has no gear, but assuming the PCs can equip her, she remains with them for the remainder of the adventure to aid as best she can. She opposes any notion of "sending her away," arguing that if anyone has a right to be there when Vanthus is destroyed, it's her.

Having spent weeks in Vanthus' company, Lavinia has also managed to glean a fair amount of information about Demogorgon's plans for the savage tide. You can use Lavinia to underscore the urgency for someone to oppose Demogorgon's plot if the PCs aren't already planning on doing so.

26. Small Bridge (EL 17)

Stretching across a searing chasm that ends in a river of lava spilling out from the caldera is a narrow bridge, ten feet across and forty feet long. A single small building of stone and iron squats atop a stony pinnacle protruding from the lava at the far end of the bridge.

It's a 1,000 foot drop to the river of lava below.

Soon after arriving at the Divided's Ire, Vanthus staked his claim on this small island nestled between both compounds on the western island, guided here by the mysterious shadow demons that flocked to his side not long after his arrival on Gaping Maw. With their aid, he defeated the flight of vrocks that had taken up this area as its lair and claimed the area as his own.

This bridge and the pinnacle beyond (areas **27–28**) are not warded by the *forbiddance* or *sympathy* effects, making this an excellent fortress for Vanthus (or the PCs).

Creatures: Six of the shadow demons that have been following Vanthus have taken up lairs in the shadows of the supports under the bridge's length, where they cling like bats. The demons flap up onto the bridge itself to attack anyone who attempts to cross it.

These shadows serve the demon lord Socothbenoth, a patron (among other things) of incest—his interest in Vanthus has only grown since the death knight returned to the Abyss, and he sent a flock of shadow demons to follow him and whisper offers in his ears of the glories and rewards that he can expect if he pledges his loyalty to Socothbenoth instead of Demogorgon. Vanthus is slowly becoming convinced by their ceaseless prattle, but until he can engineer Lavinia's "rescue" he has no intentions of leaving the Ire or abandoning the Prince of Demons.

A shadow demon is a dark, insubstantial monster with long curving horns and batlike wings.

Shadows of Socothbenoth (6) CR 12
Advanced elite shadow demon
CE Medium outsider (chaotic, evil, incorporeal)
Book of Vile Darkness 172
Init +9; **Senses** darkvision 60 ft., see in darkness; Listen +22, Spot +22
Languages Abyssal, Common

AC 26, touch 26, flat-footed 17
hp 175 (15 HD); **DR** 10/good
Immune ability drain, cold, critical hits, disease, electricity, energy drain, fire, mind-affecting, nonlethal damage, poison, sleep, paralysis, stunning
SR 19
Fort +16, Ref +20, Will +13
Weakness light powerlessness

Spd fly 40 ft. (8 squares)
Melee 2 claws +19 touch (2d6 vile/19–20)
Base Atk +10; **Grp** +10
Atk Options Combat Expertise, improved grab, pounce
Special Actions 2 rakes +14 touch (1d6 vile)
Spell-Like Abilities (CL 10th)
At Will—*darkness*
1/day—*deeper darkness*, *damning darkness*
1/week—*magic jar* (DC 22)

Abilities Str —, Dex 28, Con 24, Int 17, Wis 19, Cha 25
SQ darkness enhancement, vile flesh-ripping claws
Feats Combat Expertise, Combat Reflexes, Improved Critical (claw), Improved Initiative, Lightning Reflexes
Skills Bluff +23, Concentration +25, Diplomacy +27, Disguise +5 (+7 acting), Hide +37, Intimidate +7, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +22, Move Silently +27, Search +21, Sense Motive +22, Spot +22

***Damning Darkness* (Sp)** This spell is detailed in the *Book of Vile Darkness*. If you don't use this book in your campaign, replace this spell-like ability with *unholy blight*.
Darkness Enhancement (Ex) A shadow demon gains power from being in darkness. In such areas, it gains a +4 profane bonus to Armor Class and on attack rolls, weapon damage rolls, saves, and skill and ability checks.
Vile Flesh-Ripping Claws (Su) When a shadow demon's claws touch flesh, they become corporeal, allowing the creature to claw, rake, and even grapple with opponents, yet still ignore their armor. The shadow demon's attacks resolve as melee touch attacks. Fleshless creatures, such as most constructs, are immune to the shadow demon's weapons. Corporeal foes attempting to grapple a shadow demon can only attempt to escape; they can't deal damage or pin in a grapple. All damage a shadow demon's claws and rake attacks inflict is vile damage. Vile damage is like regular damage but it can only be healed by magic cast within the area of a *consecrate* or *hallow* spell.
Improved Grab (Ex) To use this ability a shadow demon must hit a creature its size or smaller with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake the victim.
Light Powerlessness (Ex) A shadow demon is drained in bright light (such as sunlight). Within such light, it takes a –4 penalty to Armor Class and on attack rolls, weapon damage rolls, saving throws, and skill and ability checks.
Pounce (Ex) If a shadow demon charges, it can make a full attack, including two rake attacks.
See in Darkness (Su) A shadow demon can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
Skills Shadow demons have a +10 racial bonus on Hide checks.

27. Antechamber (EL 20)

The stench here is terrible. Human corpses, piled like cordwood, fill this chamber. It's clear from their expressions they did not die well. A single door stands on the opposite wall, and a bloody idol of Demogorgon stands against the north wall, it baboon heads staring with hungry malevolence. The broken remains of a desk, a chair, and several cabinets lie against the southern wall.

This room was once used by the Ire's jailors to process new arrivals or handle requests from visitors. It has long since fallen into ruin, and little remains to denote its former purpose.

Creatures: The bodies stacked herein are all that remains of Vanthus's crew. As they succumbed to their injuries, madness, disease, or attacks from the other denizens of the Ire, Vanthus piled their bodies here, driven by urges he didn't quite understand at the time. Yet when their spirits rose soon thereafter as dread wraiths loyal to his command, he was grateful he acted under the strange compulsion.

Dread Wraiths (8): hp 136 each; *Monster Manual* 258.

Tactics: One of the dread wraiths moves through the western wall to warn Vanthus of intruders, if he's not already on alert, while the rest converge on any obvious divine characters such as clerics or paladins.

28. The Death Knight (EL 20)

A pool of slime and effluvia collects in the center of this large chamber, and shadows drench the corners and high ceiling overhead.

Creatures: If the PCs have not yet encountered Vanthus elsewhere in the complex, they do so here. The shadows writhing in the corners of the ceiling are three of Vanthus's new shadow demon companions. The death knight has been spending many days in this grim chamber, brooding on how best to rescue his sister from the dangerous marilith to the north.

VANTHUS VANDERBOREN **CR 20**

Male lemorian death knight aristocrat 1/rogue 5/fighter 4/tempest 5

CE Medium undead

DUNGEON #143 58, *Monster Manual II* 206, *Complete Adventurer* 81

Init +5; **Senses** darkvision 60 ft.; Listen –1, Spot –1

Aura fear (15 ft.)

Languages Common

AC 42, touch 18, flat-footed 37; Dodge, Mobility, uncanny dodge

hp 97 (15 HD); **DR** 15/magic

Immune cold, electricity, undead traits

Resist acid 10, fire 10; **SR** 25

Fort +9, **Ref** +11, **Will** +5; evasion

Spd 30 ft., fly 30 ft. (average)

Melee *+4 flaming burst longsword* +25/+20/+15 (1d8+14/17–20 plus 1d6 fire and poison) and *+2 flaming burst sickle* +23/+18 (1d6+8/19–20 plus 1d6 fire and poison) and tail +15 (1d6+4 plus poison) or touch +20 (1d8+5 plus 1 Con damage)

Base Atk +12; **Grp** +15

Atk Options Spring Attack, smite good 1/day (+15 damage), sneak attack +3d6, two-weapon spring attack

Special Attacks abyssal blast, summon mount

Spell-Like Abilities (CL 12th)

3/day—*charm monster* (DC 19), *command* (DC 16), *unholy aura* (DC 23)

1/day—*dominate person* (DC 20), *fear* (DC 19), *mass charm monster* (DC 23), *mass suggestion* (DC 21), *suggestion* (DC 18), *unhallow*

Abilities Str 26, Dex 21, Con —, Int 12, Wis 10, Cha 20

SQ ambidexterity, tempest defense +3, trapfinding, trap sense +1, turn immunity, two-weapon versatility, undead followers

Feats Dodge, Improved Critical (longsword), Improved Two-Weapon Fighting, Mobility, Skill Focus (Bluff), Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance +13, Bluff +16, Diplomacy +8, Forgery +10, Intimidate +19, Jump +13, Knowledge (local) +10, Profession (sailor) +7, Sense Motive +9, Swim +5, Tumble +19

Possessions *+5 mithral breastplate, +4 flaming burst longsword, +2 flaming burst sickle, ring of protection +3, amulet of natural armor +4, boots of speed, belt of giant strength +6*, 4 gold earrings worth 300 gp each

Abyssal Blast (Su) Once per day, Vanthus can unleash a blast of eldritch fire in a 20-foot-radius spread anywhere within a range of 1,000 feet. The blast deals 15d6 damage (half fire, half unholy power). A DC 22 Reflex save halves the damage done; the save DC is Charisma-based.

Ambidexterity (Ex) Vanthus's penalties for dual-wielding weapons are lessened by 2 when he's not wearing medium or heavy armor.

Fear Aura (Su) Creatures with less than 5 HD within 15 feet of Vanthus must make a DC 22 Will save or be affected as if by a *fear* spell (CL 15th). The save DC is Charisma-based.

Poison (Ex) Injury, Fortitude DC 17, initial and secondary damage 1d6 Wis. Vanthus can poison a melee weapon with this venom as a standard action. The save DC is Constitution-based.

Summon Mount (Su) Vanthus can summon a nightmare to his side as a standard action. If this nightmare is slain, Vanthus cannot use this ability for a year and a day.

Tempest Defense (Ex) When wielding two weapons, Vanthus gains a +3 bonus to his Armor Class as long as he's not wearing medium or heavy armor.

Turn Immunity (Ex) Although he is undead, Vanthus cannot be turned.

Two-Weapon Spring Attack (Ex) If Vanthus makes a Spring Attack, he can attack once with each weapon as long as he's not wearing medium or heavy armor.

Two-Weapon Versatility (Ex) When Vanthus fights with two weapons, he applies the effects of Improved Critical, Weapon Focus, and Weapon Specialization to his sickle.

Undead Followers Given time, Vanthus can attracts a small army of undead followers.

Shadows of Socothbenoth (3): hp 175 each; see page 76.

Tactics: Vanthus has no interest in speaking to the PCs—they've killed him once before, and he's burning with a chance to return the favor. If the PC who struck the death blow on him back in "Tides of Dread" is present, he favors attacks on that PC over all others (unless another PC has become romantically involved with Lavinia, in which case that PC receives the brunt of his wrath). The shadow demons gleefully swoop in to aid Vanthus in the battle, providing flanking opportunities or immobilizing foes with improved grab so that Vanthus can make sneak attacks.

While combat is likely to begin in this room, it certainly shouldn't stay here. Vanthus's first act in combat is to Tumble through the PCs and out onto the bridge in area **26**, where he summons his nightmare, mounts up, and rides into the sky around this pinnacle so that he can use his spell-like abilities against the PCs to sow dissent in their ranks. Once he manages to confuse things by charming and dominating PCs, he picks his targets, flies down, and dismounts, taking them on in one-on-one combat. This combat should be one of the more resonant battles in the Savage Tide campaign, since Vanthus has been a thorn in the party's side since the beginning. Strive to make this fight cinematic and as memorable as possible.

If Lavinia is with the PCs when they confront Vanthus, she flies into a most-unladylike litany of profanity and curses that essentially amounts to calling Vanthus a coward and a murderer who deserves nothing less than what the PCs are about to give him. Her rebuke unsettles him, and as a result he suffers a –4 penalty on attack rolls, saving throws, and weapon damage for the duration of the fight. He avoids harming her if he can, but saves his abyssal blast for a last ditch tactic if it appears that he's about to be defeated, hoping to catch both himself and his sister in this final act of petty cruelty.

29. Hall of Weeping (EL 16)

This exquisite hall extends some sixty feet and ends at a wide staircase leading up to an even larger chamber. Stone columns carved to resemble moaning, terrified faces line the walls until they come to staircases leading to side corridors.

Creatures: Saureya rescued several celestials from cells in area **7** when he first arrived in Divided's Ire. Of the few he managed to free before he was driven off by the warden's wrath, two were too hopelessly insane to realize they had

been freed and one fled. The remaining two, both trumpet archons, had grown cynical and hateful during their imprisonment. They sensed in Saureya a kinship, and pledged their lives to his cause without fully comprehending what that cause truly represents.

The trumpet archons, Danel and Uzza, do not attack the PCs unless first attacked. Danel hangs back, preparing to blow his trumpet should the PCs make a hostile move, while the other casts *detect evil* to check for corruption within the PCs. If he detects none, he steps forward in greeting, saying, "Hail heroes, and behold the kingdom of Saureya! What errand brings you to this forlorn land?"

The archons are indifferent and offer little information about their master or about the Ire itself, instead questioning the PCs about their purpose, why they intrude into their territory, and what has drawn them into the Abyss. Even if satisfied the PCs mean no harm to them, the archons bar access to area **31**, warning that their master is in an ill mood and should not be disturbed.

If the PCs manage to improve the archons' attitudes to friendly, the pair relaxes somewhat and are more amenable to letting the PCs into their territory, though they issue the same warning. They can introduce the characters to Saureya if they desire an audience.

If made helpful, the archons confide in the PCs, golden tears streaming from their beautiful eyes. "Ours is a tragic tale, friends. It was an ill-advised mission that brought us to this accursed place and for our hubris, we have been rent from our proper homes, accursed and little better than the wretched souls that dwell here, though it pains us to exist in such a state. We cannot return to our heavenly homes for shame and our own wickedness stains our souls. Flee! Flee from this place lest it consume you as it did us!" The archons solemnly lead the characters to Saureya if asked. They also cast curative magic on any obviously injured PCs.

The two archons have normal statistics despite their fallen status; their spell domains are Destruction and War. Their spell list remains mostly unchanged from the listing in the *Monster Manual*, save for the following adjustments: replace *protection from chaos* with *inflict light wounds*, *aid* with *shatter*, *magic circle against chaos* with *contagion*, *holy smite* with *inflict critical wounds*, *dispel evil* with *flame strike*, *blade barrier* with *harm*, and *dictum* with *power word blind*.

Danel and Uzza, Fallen Trumpet Archons (2): hp 126 each; AL CN; *Monster Manual* 18.

Ad-Hoc Experience Award: Characters who deal peacefully with these archons gain experience as if they had defeated them in combat.

30. The Shrieking Pillar (EL 10)

This oddly shaped chamber features numerous open doors leading into dusty rooms. A single pillar of iron rises up from the floor to the ceiling overhead, its surface studded with countless hooks and barbs. Stretched over these hooks are dozens of faces, seemingly skinned from the heads of men and women and affixed inside out in an overlapping pattern of flesh over much of the pillar. A grating, endless shriek wails horridly from the faces, and their eyelids and lips twitch and writhe as if in horrific pain.

This horrific ward was created by Demogorgon, more as an idle fancy than anything else. The pillar's purpose is to maim and horrify humanoid intruders to the Ire; Demogorgon initially intended on placing shrieking pillars throughout the main entrances to the three sections of the prison, but developments with Shami-Amuroae derailed these plans.

Trap: Any humanoid that comes within 60 feet of the shrieking pillar becomes infused with its sorrow and rage. He must make a DC 25 Will save (if he can hear the shrieks, he suffers a –4 penalty to this save); failure indicates that the character does whatever he can to approach to a square adjacent to the pillar. Once he reaches the pillar, he is compelled to place his face against the pillar, at which point the iron spikes animate and flense his face away, transferring it fresh and bloody to the pillar. The process inflicts 2d6 points of Constitution drain and 2d6 points of Charisma drain on the victim, who must then make a DC 25 Will save (–4 if he can hear) or be driven permanently *insane*, as the spell.

Shrieking Pillar: CR 10; magic device; proximity trigger; automatic reset; multiple targets (all humanoids within a 60-foot spread); compulsion to approach, 2d6 Con drain, 2d6 Cha drain, insanity; Search DC 20; Disable Device DC 40.

31. The Fallen Angel (EL 18)

Pale white steps riddled with cracks lead up to a large hall, shaped something like a Y. To either side of the steps stand statues of angelic beings bent double from their suffering, one arm shielding their faces and the other thrown up as if to ward away some terrible evil. At the far end of this room is a throne, and pooled around its base is a slick of crimson blood.

Creature: Seated on the throne is a beautiful man with silvery hair and sad features. Faint tattoos, almost like scars, crisscross his flesh, making it seem like he was assembled from puzzle pieces. Rising up from his back are gory stumps that were once his wings. This forlorn figure is the fallen astral deva Saureya.

As Occipitus, the 507th layer of the Abyss, absorbed a cast-down fragment of Celestia, it took with it numerous celestial creatures including angels, couatls, and other divine beings. One of these creatures was Saureya, an astral deva. For eons, he suffered terribly under the mad will of Adimarchus, the Demon Lord of Madness and ruler of Occipitus, but somehow managed to escape annihilation and even sabotaged his master's plans by creating a means for Occipitus and its inhabitants to escape the Abyss and perhaps one day rejoin with Celestia. And while Adimarchus is now dead and mastery of the layer eventually went to a new ruler, Saureya, sickened by his time in a realm of remorseless wickedness, found he had no stomach for watching the layer undergo its transformation from falling under the control of a new steward. The corruption in his veins (to say nothing of his jaded outlook) prevented him from returning to his native plane, and so he spent the next few years wandering the Abyss.

As he traveled, he found himself longing for the power and company of Adimarchus. Such thoughts appalled him, and he did his best to quash them whenever they bubbled up in his unconscious, but despite his best efforts, reuniting with a master, any master, soon dominated his thoughts. It was in this state of mind that he inadvertently captured Demogorgon's attentions while passing through Gaping Maw. Intrigued by this creature, Demogorgon flung him into Divided's Ire until such time as he could examine the fallen angel at his leisure.

For Saureya, captivity was the final straw, and his mind snapped. He would not allow himself to be victimized by the barbaric warden and saw, in the clarity of his madness, an opportunity to reinstate himself as the right-hand servant of a demon lord. If he could just find some way to prove his worth to Demogorgon, surely the demon prince would raise him up.

Today, Saureya is of two minds, just like his new patron. One mind desperately wants to be free from the Abyss, to be healed and retake his place in the glorious skies of Celestia. The other wants an exalted place as Demogorgon's proxy, to serve this mad master in all things and spread his dominion across the Abyss and beyond. Currently this darker, more ambitious personality has exerted itself and believes by wresting control of Divided's Ire, he will prove his worth to Demogorgon.

Saureya is interested in anyone or anything that can assist him in taking control of Divided's Ire. He hates everyone else here, but he reserves the worst of his venom for Kululblax. The PCs are an opportunity for him, and he's amenable to making an alliance. If the characters manage to kill Kululblax or Orgosh, they gain Saureya's help for the remainder of this adventure.

The PCs may think to try to redeem Saureya, but there is little they can do to undo what decades in the Abyss has already wrought. Saureya has become a mountebank, an agent of Demogorgon who belongs to the Prince of Demons body and soul now. It won't be much longer before his alignment shifts to evil, at which point his fall becomes complete. The best they can do to the tragic figure is put him out of his misery. If the PCs do well in their attempts to redeem him (by casting an *atonement* spell, perhaps, or making a DC 50 Diplomacy check), his softer personality rises to the surface for a moment and begs them to end his life—the only path remaining to redemption. Saureya lowers his defenses for one round, giving the PCs that long to coup de grace him, but if he survives, his demonic personality returns and he flies into a murderous rage and attempts to slay the party for what they nearly accomplished.

SAUREYA **CR 18**

Male astral deva mountebank 8

CN Medium outsider (angel, extraplanar, good)

Monster Manual 11, *Dragon Compendium* 42

Init +12; **Senses** darkvision 60 ft., low-light vision; Listen +20, Spot +20

Aura protective aura

Languages Abyssal, Celestial, Draconic, Infernal; tongues

AC 42, touch 18, flat-footed 34; uncanny dodge

hp 202 (20 HD); **DR** 10/evil

Immune acid, cold, petrifacation

Resist electricity 10, fire 10; **SR** 30

Fort +18, **Ref** +22, **Will** +13

Spd 50 ft.

Melee *+3 keen shock greatsword* +28/+23/+18/+13 (2d6+10/17–20 plus 1d6 electricity)

Ranged *+3 composite longbow* +29/+24/+19/+14 (1d8+10/×3) or *+3 composite longbow* +27/+27/+22/+17/+12 (1d8+10/×3)

Base Atk +18; **Grp** +25

Atk Options Point Blank Shot, Power Attack, Rapid Shot, deceptive attack +2d6

Special Actions beguiling stare (DC 22), infernal patron (disguise the soul's aspect, *infernal defense*, *infernal guise*, mass beguile)

Spell-Like Abilities (CL 12th)

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 22), *dispel evil* (DC 23), *dispel magic*, *invisibility* (self only), *plane shift* (DC 25), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 24), *heal*

Abilities Str 24, Dex 26, Con 22, Int 18, Wis 16, Cha 26

SQ mark of damnation, trapfinding

Feats Alertness, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Point Blank Shot, Power Attack, Rapid Shot

Skills Bluff +24, Concentration +29, Diplomacy +33, Escape Artist +23, Hide +31, Intimidate +33, Knowledge (history) +19, Knowledge (religion) +19, Knowledge (the planes) +27, Listen +20, Move Silently +31, Sense Motive +18, Spot +20, Tumble +24

Possessions *+5 mithral shirt*, *+3 shocking burst greatsword*, *+3 composite longbow* (Strength +7) with 50 adamantine arrows, *gloves of Dexterity +4*

Beguiling Stare (Su) As a standard action, Saureya can stare into a target's eyes and beguile him. The target can resist being beguiled with a DC 22 Will save. Saureya may use this ability at will, but no more often than once per day per target. A beguiled character loses his Dexterity bonus to AC, suffers a –2 penalty on Will saves and a –5 penalty on Sense Motive checks. If the victim makes his save, he has no knowledge of the mountebank's attempt to beguile him unless he makes a DC 20 Knowledge (the planes) check. This is a mind-affecting ability.

Deceptive Attack (Ex) Saureya deals +2d6 damage against targets he successfully feints. This additional damage only applies to melee weapon attacks, and cannot be used to deal nonlethal damage.

Infernal Patron (Su) Saureya's close connection to Demogorgon allows him to channel Abyssal energy into the minds of others. He may do so 12 times a day, taking a standard action to do so. He may use this energy in a number of different ways:

Disguise the Soul's Aspect (Su) Any time someone attempts to use a spell capable of determining his alignment, Sauryea can expend a use of this ability to make a Charisma check opposed by the caster's Sense Motive check. If he succeeds, he picks the alignment the caster detects.

***Infernal Defense* (Sp)** Sauryea can use *displacement* (CL 8th).

***Infernal Guise* (Sp)** Sauryea can use *alter self* (CL 8th).

Mass Beguile (Su) All creatures with 8 Hit Dice or less within a 30-foot-burst at a range of 180 feet must make a DC 22 Will save or become beguiled for 8 rounds (as if by his beguiling stare). This is a mind-affecting ability.

Mark of Damnation (Ex) If Saureya dies, Demogorgon claims his essence. He must make a DC 25 Bluff or Diplomacy check to return to the living (with a +4 bonus on the check) if someone attempts to bring him back to life.

32. Altar of the Sibilant Beast (EL 19)

Four iron statues surround a much larger fifth atop a huge dais that rises from the broken floor. Each of the smaller statues depict demonic figures kneeling in supplication before the figure in the middle. One of the four is a bloated humanoid with a ram's head and bat wings. The next is a muscular man with small horns sprouting from his head and six fingers on each hand. The third is a huge spider with a humanoid body protruding from where its head should be, this humanoid body has four arms and three heads—two wolflike and one human. The fourth and last is a nightmarish scorpion with too many legs, three stingered tails where its head should be, and a monstrous six-eyed face with a vertical mouth where the tip of its actual tail should be. The figure at the center is a massive two-headed demonic being.

This statue symbolizes Demogorgon's role as Prince of Demons, depicting his four greatest enemies in positions of servitude and humiliation. In order, they are Orcus (Prince of Undead), Graz'zt (the Dark Prince), Miska the Wolf Spider (the second Prince of Demons), and Obox-ob (the first Prince of Demons). Demogorgon himself, the third Prince of Demons, rules from the center. Spells with the evil descriptor cast within 20 feet of this altar function at +2 caster level. Good and lawful aligned creatures who approach within this range are automatically sickened (no save) for as long as they remain in range and for 2d4 rounds thereafter.

The altar's purpose is more than a show of power by Demogorgon—it's also the focus for the *forbiddance* and *sympathy* effects that blanket Divided's Ire. The statue is an artifact, and can possibly be destroyed by a *Mordenkainen's disjunction* spell. Failing that, it can also be destroyed by splashing blood from the four demon lords depicted around the central statue; doing so causes the statue of Demogorgon to crumble. Destroying the altar removes the *forbiddance* and *sympathy* fields, but also immediately alerts Demogorgon, who immediately sends a molydeus demon named Zarvab to investigate. The demon is enraged to discover the condition his master's prison has fallen into, and once he deals with anyone who remains in this area, begins a brutal crusade to cleanse the site of every living thing. With the wards over Divided's Ire gone, most of the creatures remaining in the prison opt to flee via *teleport* rather than face the wrath of an enraged molydeus.

Creature: Molydeus demons are detailed in *Fiendish Codex I*. It's unlikely you'll need their stats, but if the PCs manage to destroy the statue and you don't use this book in your campaign, replace the molydeus with a pair of marilith demons armed with cold iron weapons.

Saureya

Zarvab, Moydeus: hp 275; *Fiendish Codex I* 47.

33. Orgosh's Realm (EL 20)

This immense room looks more like a self-contained village than part of a larger structure. The vaulted ceiling arches to a nest of iron rafters fifty feet above. Thick cobwebs and swirling motes of cold blue light up there give the place the illusion of slithering life and cast a constantly undulating glow on the buildings below. These buildings are squat stone structures, each no more than one story tall and with shallow domed roofs and no windows. The streets between these buildings are cluttered with bones and bits of leathery flesh.

Unlike the other regions controlled by the various factions of Divided's Ire, this large complex has no real centralized region of command. This was once where the guards of Divided's Ire lived, trained, and operated the prison. As more and more of the prisoners of Divided's Ire escaped and sought revenge on their jailors, these guards (most of whom were half-fiend cambions) began to die off. Today, only two of the prison's original "employees" survive—warden Kululblax (see area 9), and the craven creature responsible for tending to Divided Ire's magical needs, a bullywug lich named Orgosh.

Orgosh

Creatures: Orgosh the Despoiler is a bullywug lich necromancer called to the Abyss ages ago by Demogorgon when the Prince of Demons was first gathering resources and advisors for the creation of the first death knight. Many of the necromancers he gathered were destroyed during the process or shortly thereafter, but Demogorgon took a liking to a few of them, such as Orgosh. Demogorgon allowed Orgosh to continue his studies at Divided's Ire, keeping the lich in line by hiding away his phylactery and threatening to destroy it.

Orgosh and his undead minions were responsible for maintaining this complex's magical qualities even before it became a prison—the lich rankled deep inside at having been reduced to the role of glorified butler, but there was little he could do but keep a low profile. This worked in his favor when Demogorgon learned of Shami-Amourae's treachery, as he managed to avoid catching any unwanted attention. He served Kululblax as an advisor for some time, and now that the prison is falling apart from the inside, Orgosh is finally coming out of his long period of shame. He's used the remains of prisoner and guard alike in his necromantic experiments, and now has a sizable army of undead minions to show for it. Eventually, he hopes to use his army to reclaim his phylactery from Demogorgon and return to his beloved Vast Swamp on the Material Plane.

Yet now, a new development has come to Divided's Ire. Vanthus's arrival has forced Orgosh to abandon his preparations in order to counteract the death knight's necromantic lure. The longer Vanthus remains in the area, the stronger this lure grows, and Orgosh knows that soon his precious undead

army will defect to Vanthus and pledge their loyalty to him. Orgosh's knowledge of death knights is the only thing that's kept this from happening already, but is also ironically the reason he hasn't attempted to destroy Vanthus. The lich knows how dangerous death knights are, after all. Worse, the fact that Demogorgon managed to transform a half-fiend into a death knight concerns Orgosh, as the lich had believed the transformation could only be worked upon mortals. As a result, Orgosh worries that Vanthus may be even more powerful than he fears.

The undead that haunt this region are strangely lethargic and slow-moving, the result of Orgosh's work against Vanthus's lure—by reducing the amount of necromantic energy suffusing these undead, he makes them less susceptible to the undead knight's pull. Unfortunately, it also makes the undead slow and listless. As long as Orgosh is forced to maintain the effect, the greater shadows, spectres, blood fiends, bodaks, mohrgs, and dread wraiths that haunt this area can't take standard actions or use any of their supernatural or spell-like powers. Orgosh himself is the only exception to this rule.

The magical focus that maintains the necromantic supression in this area is a pillar of bones and skulls located in the northern part of this area. If it's destroyed, the aura vanishes immediately.

Pillar of Skulls: 4-ft. thick; Hardness 10; hp 500; Break DC 36.

Orgosh the Despoiler **CR 18**

Male bullywug lich necromancer 16

CE Medium undead (extraplanar)

Monster Manual 108, 167, *Monsters of Faerûn* 25

Init +2; **Senses** darkvision 60 ft.;Listen +8, Spot +8

Aura fear (60 ft., 5 HD or less, DC 17)

Languages Abyssal, Common, Draconic

AC 22, touch 12, flat-footed 20; Dodge, Mobility

hp 104 (16 HD); **DR** 15/bludgeoning and magic

Immune cold, electricity, mind-affecting, polymorph, undead traits

Fort +5, **Ref** +7, **Will** +10

Spd 20 ft., swim 30 ft.

Melee touch +9 (1d8+5 and paralysis, DC 17)

Base Atk +8; **Grp** +9

Atk Options Spring Attack

Spells Prepared (CL 16th, +9 touch, +10 ranged touch)

8th—*horrid wilting* (DC 25), *maze*, quickened *enervation*

7th—*finger of death* (DC 24), *limited wish* (2), *project image*, quickened *vampiric touch*

6th—*chain lightning* (DC 23), *disintegrate* (DC 23), *eyebite* (DC 23), *flesh to stone* (DC 23), *spectral touch* (DC 23)

5th—*baleful polymorph* (DC 22), *night's caress* (DC 22), *transmute rock to mud*, *wall of force* (2), *waves of fatigue*

4th—*burning blood* (DC 21), extended *fly*, *illusory wall*, *greater invisibility*, *enervation*, *fear* (DC 21)

3rd—*displacement*, extended *false life* (already cast), *fireball* (2, DC 20), *halt undead* (DC 20), *haste*, *lightning bolt* (DC 20), *major image* (DC 20), *mind poison* (DC 20), *stinking cloud* (DC 20), *vampiric touch*

2nd—*blindness/deafness* (DC 19), *detect thoughts* (DC 19), *ghoul touch* (DC 19), *invisibility*, *mirror image*, *scorching ray*, *spectral hand*

1st—*grease* (DC 18), *magic missile* (2), *ray of enfeeblement* (2), *spirit worm* (DC 18), *true strike*

0—*acid splash*, *ghost sound* (DC 17), *mage hand*, *prestidigitation*, *touch of fatigue* (DC 17)

Prohibited Schools abjuration, enchantment

Abilities Str 12, Dex 14, Con —, Int 24, Wis 11, Cha 8

SQ *contingency*, marsh move, turn resistance +4

Feats Combat Casting, Craft Rod, Craft Wondrous Item, Dodge, Extend Spell, Forge Ring, Mobility, Quicken Spell, Scribe Scroll, Spring Attack

Skills Concentration +19, Hide +10, Knowledge (arcana) +27, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (religion) +21, Knowledge (the planes) +27, Listen +8, Move Silently +10, Search +15, Sense Motive +8, Spellcraft +29, Spot +8

Possessions *rod of lesser quicken metamagic*, *bracers of armor +5*, *ring of intellect +4* (as *headband of intellect +4*), *ring of wizardry III*

Contingency If reduced to 20 or fewer hit points, *teleport* activates.

Marsh Move (Ex) Orgosh suffers no movement penalties for moving in marshes or mud.

Spells Several of Orgosh's spells are from the *Spell Compendium*. If you don't use this book in your campaign, replace *spirit worm* with *magic missile*, *mind poison* with *slow*, *burning blood* with *enervation*, *night's caress* with *cone of cold*, and *spectral touch* with *mislead*.

Blood Fiends (3): hp 120 each; see page 55.

Bodaks (8): hp 58 each; *Monster Manual* 28.

Dread Wraiths (10): hp 104 each; *Monster Manual* 258.

Greater Shadows (24): hp 58 each; *Monster Manual* 221.

Mohrgs (20): hp 91 each; *Monster Manual* 189.

Spectres (23): hp 45 each; *Monster Manual* 232.

Tactics: Although the undead that fill this region cannot attack, they can still move and whisper, which is what they do as soon as they notice the PCs entering the area. It takes only a few rounds for this chain of whispering to reach Orgosh, alerting him that living souls have come to visit. Orgosh casts extended *fly* and then moves to a point nearby but still out of sight of the PCs so he can cast *project image*, placing an image of himself at some far intersection visible to both him and the PCs. He demands to know why the PCs have intruded upon his realm, and although he does so initially only to buy some time and size them up, he becomes intrigued if the PCs mention that they're here to destroy Vanthus or to take action against Demogorgon.

If they do so, the lich waxes crafty. He's quite intelligent, and quickly pieces things together—that the PCs likely have ties to the other recent arrival to the Ire (Lavinia), and that the timing of their arrival when combined with that of the Vanderborens cannot be a coincidence—it must have something to do with Demogorgon's plans for the savage tide.

Orgosh quickly decides to recruit the PCs. If they promise to destroy

Vanthus (whom Orgosh has no problems admitting is encroaching on his territory), he promises to help them in their battle against Demogorgon. Assuming the PCs take the bait, he chuckles softly and says that he has information for them about someone who may just know some important secrets about the Prince of Demons' weaknesses, but he'll say nothing more until the PCs bring him proof of Vanthus's destruction. See "Concluding the Adventure" for more details. If the PCs ask for his help in fighting Vanthus, he declines to assist them directly, but does tell them that he suspects a powerful creature dwells in the volcano's caldera, just east of where Vanthus lives. A powerful enough destructive spell cast upon the lava might be enough to waken it—if the PCs can lure Vanthus into the area and then awake the monster, it might be a handy distraction against the death knight. Unfortunately, Orgosh isn't quite sure what this monster is—this is the main reason he's not risked awakening it himself.

It takes Orgosh an hour to lower the necromantic suppression over the area, so if the PCs locate and attack the lich quickly, they won't have to contend with his undead army. If reduced to less than 30 hit points, Orgosh attempts to reach the pillar of skulls, hoping to cast *disintegrate* on the pillar to destroy it and release his undead in a last-ditch effort to slay the PCs.

The undead ignore the PCs unless the pillar of skulls is destroyed, at which point they close upon the living quickly. Running a combat with this many foes is a harrowing prospect, one that even a high-level group of PCs should balk at attempting. Fortunately, the undead do not pursue foes out of this area.

Treasure: A DC 30 Search of the wall behind the pillar of skulls finds a large hidden compartment that Orgosh uses to store his spellbooks. These books contain all his prepared spells, plus all other necromancy spells from levels 0 to 8. Feel free to expand the spells in these books as you see fit.

CONCLUDING THE ADVENTURE

There are three primary goals for the PCs in this adventure: rescue, revenge, and the discovery of Demogorgon's weakness. Rescuing Lavinia and destroying Vanthus are likely to be the primary goals at the start, but as this adventure proceeds, they should keep in mind that they'll also need to start thinking soon about how they hope to stop Demogorgon from triggering the savage tide. As they explore Divided's Ire, there are plenty of clues that Demogorgon may have a critical weakness, but what this weakness is cannot be divined. Yet if anyone knows the best way to strike at the Prince of Demons, it is his former lover Shami-Amourae.

The best way to impart this information to the PCs is via the bullywug lich Orgosh. He remembers Demogorgon's debauched visits to the Ire with Shami-Amourae, and remembers also the Prince of Demon's wrath when he discovered she'd found a way to manipulate him. Although Orgosh doesn't know what this secret was, he does know it was enough for Demogorgon to imprison Shami-Amourae in the Wells of Darkness. Such a drastic move speaks volumes of Demogorgon's desire to keep his former lover silent—murdering her ran the risk of an ally bringing her back to life with *true resurrection* or a *wish*, whereas imprisonment in the Wells of Darkness is much more lasting than death. Whatever Shami-Amourae knew, she paid for with more than her life.

If the PCs can help Orgosh, the lich gratefully tells them to seek out the succubus Red Shroud of Broken Reach. No greater scholar on Shami-Amourae exists than Red Shroud, and if anyone knows how she can be reached, it would be her. Of course, Orgosh has his own reasons for helping the PCs—if they can destroy (or even simply distract) Demogorgon, the lich hopes to retrieve his phylactery from the vaults below Abysm. An alliance with the living is a small price to pay in his mind.

APPENDIX: NEW MONSTER

Belairon (Filth Demon)

A shifting mass of brown and green effluvia surges forward, and as it does its surface splits open to reveal a nightmare gullet that vents clouds of noxious green vapor.

BELAIRON (FILTH DEMON) **CR 14**

Always CE Large outsider (chaotic, evil)
Init +10; **Senses** blindsight 60 ft., darkvision 120 ft.; Listen +27, Spot +27
Aura stench (30 feet)
Languages Abyssal; telepathy 100 ft.

AC 31, touch 15, flat-footed 25 (–1 size, +6 Dex, +16 natural)
hp 199 (21 HD); regeneration 10; **DR** 10/good
Immune acid, critical hits, disease, electricity, poison
Resist cold 10, fire 10; **SR** 25
Fort +19, **Ref** +18, **Will** +15
Weakness vulnerable to sonic

Spd 60 ft., swim 60 ft.
Melee* 2 slams +24 (1d8+14 plus filth) and bite +19 (2d6+18 plus filth)
Space 10 ft.; **Reach** 10 ft.
Base Atk +21; **Grp** +34
Atk Options Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, powerful bite
Special Actions breath weapon
*5-point Power Attack

Abilities Str 28, Dex 22, Con 21, Int 6, Wis 17, Cha 8
SQ contamination
Feats Ability Focus (filth), Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack
Skills Escape Artist +38, Hide +2 (+12 in sewage or filth), Intimidate +23, Jump +45, Listen +27, Search +22, Spot +27

Environment any swamp (Abyss)
Organization solitary, pair, or clot (3–10)
Treasure standard
Advancement 22–30 HD (Large), 31–50 HD (Huge), 51–62 HD (Gargantuan)

Breath Weapon (Su) 60-ft. cone, once every 1d4 rounds, damage 14d6 acid, Reflex DC 25 half. The save DC is Constitution-based.
Contamination (Ex) A beliaron pollutes any body of water in which it resides. It poisons 10 cubic feet of water each day to a maximum radius of 100 feet/HD, making it become still, foul, and unable to

support life. Creatures drinking this water must succeed on a DC 25 Fortitude save or contract blinding sickness (*Dungeon Master's Guide* 292).

Filth (Su) Any living creature struck by a beliaron's natural attacks must immediately attempt a DC 27 Fortitude save. Failure indicates that the character is sickened for 10 rounds. In addition, while sickened, the character must make a DC 35 caster level check to cast any spells with the good or law descriptor. Curative magic cast on the character always heals the minimum amount, as if each die roll resulted in a 1. The save DC is Constitution-based.

Powerful Bite (Ex) A beliaron's bite attack adds 1.5 × its Strength modifier to damage inflicted.

Regeneration (Ex) A filth demon takes lethal damage from good weapons or sonic damage.

Stench (Ex) At the start of each of the beliaron's turns, all living creatures within 30 feet must succeed on a DC 25 Fortitude save or take a –4 penalty on all attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks for as long as they remain in the area. Filth demons are immune to this effect. The save DC is Constitution-based.

Vulnerability to Sonic (Ex) A beliaron takes 50% more damage from attacks with the sonic descriptor.

Skills Beliarons have a +10 racial bonus on Hide checks in areas of sewage and grime. Beliarons have a +8 bonus on Escape Artist checks.

The belairon, known more commonly as a filth demon, is an appalling fiend of incomprehensible horror, awakened from pools of fetid ooze that collect in the cracks and crevices of Abyssal reservoirs and sewers. The catacombs below Abyssal cities like Lemoriax, Zelatar, and Orcusgate seethe with these monsters, yet they can be found anywhere that filth and refuse gather in great quantities. They are also common along Abyssal shorelines, where tainted seawater collects around the corpses of things washed on shore. These demons prey on any living things they encounter, pulverizing them with their tentacles and then devouring their bodies in an unspeakable manner.

A typical filth demon is a shuddering mass of sludge held together by the fiend's essence. Most stand around 8 feet tall and weigh as much as a half-ton. The fluid constituting their bodies is often brown or grey, but greens and blood reds can also appear.

Dimwitted but full of evil cunning, filth demons exist in a strange society. They do not recognize other filth demons as being distinct creatures, but rather see them as extensions of themselves. They are utterly chaotic, perpetrating random acts of violence on any they encounter. They respect only power, and then for as long as it suits them. They willingly fling themselves into danger, selling their lives for the chance to kill.

When not working as a staff designer and developer for Green Ronin Publishing, Robert J. Schwalb works his evil as a freelance designer. You can find more of his abominations in Tome of Magic: Shadow, Pact, and True Name Magic, Player's Handbook II, Fiendish Codex II: Tyrants of Hell, Complete Scoundrel, Drow of the Underdark, *and* Monster Manual V. *Robert lives in Tennessee with his wife Stacee and a pride of cats.*

PLANAR ADVENTURES

BY WOLFGANG BAUR
BY KYLE HUNTER

I got my start working on the Outer Planes when Zeb Cook stopped by my office and asked me what the right German word might be for a creature touched by the Lower Planes. I said "tiefling" and promptly forgot about it. I had no idea that the name would stick, or that it would become a popular PC race for planar adventuring. The planes themselves are a bit like that as well: you never know what's next, and you never know what will stick.

In an infinite universe, the sheer number of options can be overwhelming to a designer. Here's how to design better adventures in an infinite universe.

BE BIGGER THAN LIFE

The stereotypical view of the planes is that they are packed with gods and demon lords and archangels, and there's some truth to that. I mean, why have an adventure set in the planes if you're not going to meet Thor, or at least a valkyrie? By all means, you should let the PCs see this aspect of the planes. Even though PLANESCAPE and second edition brought a lot of lower-CR creatures to the planes and made them playable at lower levels, that's not necessarily what people expect. From the NPCs in Sigil, City of Doors, to the feast halls of Valhalla, the locations are famous because their inhabitants are bigger, bolder, and tougher than their counterparts on the Material Plane. So yes, shoot for a sense of wonder, or even of awe, if you can.

Sounds great, but the trick is communicating that wonder and danger to the players. I recommend a three-step program:

1. Drop names like crazy.
2. Put the party on the spot.
3. Never over-explain.

Namedropping

The gods are the celebrities of the planes, and planar inhabitants talk about them, gossip about them, and probably pretend indifference when, say, a Death God visits the Seven Heavens, or the Goddess of Love comes to pay a call on the Archduke of the Ninth Circle of Hell. These elements might be related to the PCs' adventure, or they might just be part of the scenery and the day-to-day life of the planes. Outsiders live very large; don't pretend they're just kings and priests with more hit points.

Better yet, the aspects of the various gods, archdevils, and demon lords (first introduced in the *Miniatures Handbook*) even make it possible for mid-level parties to "meet and defeat" some of these big guns.

On the Spot

The planes are a place where the deep end of the pool is always just one slip of the tongue away, and it can be fun to panic the party by putting them way over their heads. With all those mysterious new races and plots, and few ranks in Knowledge (the planes), a party can go from "we're fine" to "we're screwed" very quickly. But how?

To put the PCs in the deep end, you need to abuse the PCs' trust a little and make sure they agree to a task before explaining it, or put them in a position where they can't really refuse. Use NPCs who don't spill all the relevant details when they ask a party to do a job for them. Or the creature asking is a direct representative of a PC's faith, faction, or alignment, and thus impossible to refuse. Once the task is accepted, it's all downhill. Fast.

I call this the Easy Road to Hell approach to adventure design: a trustworthy, fresh-faced angel on the streets of Sigil asks a lawful good cleric or paladin to deliver a message for him by going through a portal. The angel doesn't mention that the message is for an Archduke of Hell, for instance. You might think this premise is a bit much for 1st- or even 5th-level characters. Which is why you have the angel give them two pieces of paper: the message, and an Infernal safe-conduct pass. The party can literally walk through Hell to make the delivery, and as long as they don't lose the pass, they won't be skewered or soul-shredded.

Of course, other souls in Hell probably want a safe-conduct pass very, very badly, so hanging on to it is tough—devils can be fiendishly intimidating even without direct combat. And there are monsters that aren't devils in Hell, such as mephits, tieflings, or barghests.

So that's one option: make it look really bad, but find a way to restrict the combat by giving them a guide character, a pass, or a warding item that saves them from many of the worst threats. A 1st-level party asked to convince an ice devil to let them pass will certainly need to try smooth-talking. Especially if the ice devil takes a look at the pass and doesn't return it...

A second option depends on your players' style: whether they are heroic or just power-mongers. That safe-conduct pass might specify no "harm" should come to the bearers, but is a *charm person* spell really harmful? There are judges in Hell who might decide that one either way. Keeping that judge on your side might require the party to undertake some morally questionable actions. A party that weighs alignment choices may have to make a tough decision about ethics: is it better to survive and commit an evil act, or to refuse and take the possibly lethal consequences? The planes are founded on alignment, and it's worth reminding players that alignments come with expectations.

The PCs should frequently feel that they are on the wrong side of divine tradition, local customs, or a powerful planar monster. Never let the planes grow too comfortable.

Never Overexplain

Some scenes or encounters on the planes are going to flop. It's just a fact: the cool idea you had for jousting in inverted gravity, or the intrigue involving opposing carnivorous and vegetarian angels, just doesn't work. Cut your losses, don't explain, and move on.

With the number of conflicting pantheons, tones, and shifts in the cosmological planar properties, at some point your players will burn out and just say, "This is hooey" (though perhaps using a stronger figure of speech). At that point, shift gears as quickly as possible, but don't try to backtrack to explain the dud. A messenger arrives summoning the party to the presence of the Lady of Pain, or a familiar suddenly develops speech and demands to visit the Animal Lords, or a herd of color-shifting dinosaurs begins a stampede. Distractions are thick and plentiful in the planes.

MAKE THE STRANGE EVEN STRANGER

Beyond the danger and sense of wonder, the planes are full of original, odd, and unfamiliar creatures. Some are very unfamiliar indeed. Who are some of the planar NPCs that the players haven't read about in *Bullfinch's Mythology* or *Deities and Demigods*? They can be from worlds entirely unlike anything the party has ever seen. Just because an NPC isn't part of a pantheon doesn't mean they should be dull.

On the contrary, the motives and appearances of some planar inhabitants should be as oddball as possible; if it was familiar, why not stay home? Instead of an obviously undead giant, why not use a ragewind (*Monster Manual II* 173) in an undead encounter set in Ysgard or anywhere in the Lower Planes? It's still undead, but it doesn't look it. Likewise, hipster modrons, fallen angels, merciful fiends, and even a clockwork mechanical slaad make interesting twists that go against type. Other creatures that you might reject as too goofy or just bizarre for a homebrew campaign might fit in better on the planes. A flumph might be pushing it, but anything else goes.

While odd appearances or templates are fun, appearances aren't the core of a good planar adventure; ugliness and great beauty are just window dressing, best ignored by longtime

planar adventurers. What characters can do or who they might know usually counts for more with planar residents: I think of these as the feudal or religious planes and the meritocratic, democratic planes, respectively. The feudal and religious zones are held under tight control by rigid authorities that keep things running the way they like. You might think this means Lawful, but it applies to the Abyss and Ysgard as much as to Mechanus or Hell. The trick here is that what the controlling group values might be the opposite of what the party values: visiting the Demonweb Pits as a worshipper or a priestess of Lolth is much easier than visiting as a follower of Pelor. Visiting Mount Celestia as a follower of Pelor is easy, but the party cleric of Olidammarra should be distinctly uncomfortable.

By contrast, the "transit zones" where the planar races mingle are cosmopolitan meritocracies. No one cares who you worship or what feudal order you report to in Sigil. All they care about are results, often to a ludicrous degree (those who can't provide results may be completely expendable, for example—the planes are infinite, and more adventurers will come along if the first group gets eaten). In these places, skill wins over connections. Knowledge wins over piety. The planar melting pots have to be very, very tolerant because there's no other way to keep a mixed planar society from falling apart.

Often, the strangest thing about planar creatures is what they believe: if they think the party members are part of a dream they are having, or that all speech is violence against the True Silence, or that the only way to appear before the Modron Oracle is naked and with all parts functioning, well, those beliefs could make encounters with any monster memorable.

REMEMBER THE "FAMILIAR"

I've been discussing how to make the planes wondrous or strange, but I don't mean to say that you shouldn't take advantage of the standard cosmology, as well as the standard races and places. Githyanki in the Astral, slaadi in Limbo, devils in the Hells, and modrons in Mechanus are all things that players expect to see. Meeting that expectation is a good idea, because the planes give any DM plenty of chances to showcase the weird and the strange. Don't change the foundation that the rest of the planes are built on.

Even though the players will appreciate those familiar touches, you should ask for Knowledge (the planes) rolls or possibly Knowledge (religion) for the characters to get their bearings. And if the creature is truly rare or the pantheon is unlike the one the party knows, the DC should probably be rather high.

Remembering the comfortable, familiar side of a marilith or a nycaloth might seem strange, but really, using creatures from the standard *Monster Manual* helps keep the planes from getting "too weird." It's a fine line, but if your players ever sound off about all the strangeness, you can run a few encounters with humanoids anywhere on the planes: hobgoblins on Acheron, nymphs in Arborea, and so on. These are the "standard places and standard races," but they don't have to be just humans in funny costumes. The important thing to remember is that the way they think, talk, and act should be different from the homeworld creatures; their appearance may be familiar, but they are still creatures of the planes, used to thinking in different terms than the tribes and territorial nations of the Material Plane. The hobgoblins here dream big, too: they want to conquer worlds, not the duchy next door.

TRAVEL: INFINITY AND BEYOND

The planes are truly weird environments, because travel there is an illusion. Distance from point to point means little; the distance from portal to portal is what really matters. This was part of the original PLANESCAPE concept: make everything possible, but keep it playable.

For adventure design, this means a nodal structure, with locations that can be visited in any order. Taking away the sense of "we could go anywhere!" often makes players balk; other groups find dozens or hundreds of choices paralyzing. You know your group best. If they need handholding, there's an entire planar industry of guides to portals, guides to major cities, and so forth. Outsiders know their ways are strange to visitors, and are willing to sell their native understanding for a price. Once the party has that knowledge, they can always return to that place. If a particular location becomes too familiar or too abused, well, portals shift and the planes are always changing.

Exotic landscapes are pretty much expected on the planes. Why have a regular river when you can have a river of skulls? Why have a fortress of stone or iron when you can have a fortress made of tortured souls and mortared with oozing blood? And not everything has to be about the grim Lower Planes: a river of frogs in Arborea, a river of beer in Asgard, or a river of golden, solid light on Mount Celestia all work as obstacles, and they avoid the same-old-river-of-skulls tone. You want to mix up both the grim and the lighter stuff to get the most mileage from a planar adventure.

CONCLUSION

The terror of meeting the divine and the demonic, the oddities of planar appearance and beliefs, and the island-hopping structure of planar travel should all strengthen any adventure you run out on the planes. Planar adventure should be a magnet for the weird, for strong and deadly roleplaying encounters, and for powers not of this world. Your players expect the planes to be different from their regular campaign. Don't disappoint them.

Wolfgang Baur is a noted adventure designer and the author of "Expedition to the Demonweb Pits" and "Castle Shadowcrag," his two most recent adventures. He discusses his freelance work and upcoming patron projects at wolfgangbaur.com.

100 SHOPS AND TAVERNS

BY RUSSELL BROWN
BY KYLE HUNTER

Your party's walking through the shopping district of the big city and asks, "What sorts of shops do we see?" You flip to the equipment section of the *Player's Handbook* and say, "There's a weapon shop, an armor shop... a backpack shop, a barrel shop, a... uh... basket shop..."

Here's a better way. Presented below are one hundred shops and taverns to spice up your party's shopping expeditions.

1 **Big Barnaby's Barnacle Bilge:** a dockside tavern and eatery run by an ogre.
2 **Kord's Horde:** an unarmed fighting arena with lots of betting.
3 **Vampire's Curse:** a restaurant that serves everything with garlic.
4 **Fix the Rigging:** a tavern popular with slacking sailors.
5 **The Vargouille's Kiss:** a high-class tavern named for its famous concoction.
6 **Years From Now:** a diviner's shop.
7 **Ryston's Rest:** a tavern and inn haunted by the original owner's ghost.
8 **Siren's Song:** an inn run by a halfling who owns hundreds of books of verse.
9 **Klang:** a smithy run by a simpleton half-orc.
10 **Typically Enigmatic:** a shop selling scrolls and minor magic items.
11 **Vial Brew:** an upscale apothecary.
12 **Priceless Egg:** a tavern purchased by an adventurer after selling a linnorm egg.
13 **Baron's Head:** a public house and birthplace of the uprising that cost the old Baron his head.
14 **Taste of Ahlissa:** a combined exotic confection shop and brothel.
15 **Satyr's Pipe Inn:** a moderately expensive inn with a reputation for discretion.
16 **Proud Cow:** a shop selling leather armor,

bags, and equipment.

17 **The Magpie Missive**: a small, poorly lit shop selling writing supplies.

18 **The 57th Facet**: a jewelry store and reputable gem cutter.

19 **Draughty Drawers**: an apothecary filled with small drawers containing herbs.

20 **The Basics**: a studio which teaches etiquette to merchants' children.

21 **Knucklebones**: the home of a bookie who covers bets on almost anything.

22 **Xerbo's Children**: the shop of wharf busybody Pinfoot the fishmonger.

23 **Service Marshal**: an office where debtors are conscripted into the military.

24 **Durable Dungarees**: a shop selling tough clothing for the working classes.

25 **Ristae's Regalia**: an expensive clothing shop that defines the town's fashion.

26 **Gellek's Tears**: a dry fountain where hirelings meet prospective employers.

27 **Shesh Ashech's**: a tavern run by a female lizardfolk who uses a shocker lizard to keep order—better known as "Scaley's."

28 **Sands of Ekbir**: an exotic inn owned by a man with one wish left from a genie.

29 **Wildly Devoted**: a pungent shop that sells small animals.

30 **Torchwit's Belt**: the shop of a forgetful blacksmith who makes tools.

31 **Lyre, Lyre**: a stringed instrument shop with a blind gnome playing a harp out front.

32 **Cast Offs**: a seller of low-level spells and minor magic items.

33 **Ordmund's Repose**: a cellar tavern, temple of Wee Jas, and funeral parlor.

34 **The Gnarled Mattock**: a festhall and hangout for veterans of the lizardfolk war.

35 **Trueshaft's**: a fletcher's shop famous for exotic and magical arrows.

36 **The Main Stay**: a dockside tavern that floods at high tide.

37 **The Big Rig**: a shop selling all types of line and tackle, including magic ropes.

38 **Pirate's Chest**: a pawnbroker with items from all over the world.

39 **Sandor's**: a lender and moneychanger.

40 **Westmark Port Duty Brokerage**: a hidden shop selling supplies for assassins.

41 **New Hearths**: a respectable citywide real estate broker.

42 **Eight Fingers**: an all-elf woodworking shop that sells staffs, polearms, and tools.

43 **Tiddaghathy's**: a gnome reseller of overpriced weapons.

44 **Divine Creations**: a shop selling holy symbols and idols of non-evil deities.

45 **Festival's**: a wholesaler of wine and spirits.

46 **Reeve's Hall**: a royal banquet hall seized for public use years ago.

47 **Juro's Jewelers**: a halfling merchant specializing in exotic and custom jewelry.

48 **Link's**: a deaf smith who can make anything out of chainmail.

49 **The Hips**: a struggling tavern with a window made from a giant's pelvis.

50 **Juggernaut**: an upscale tavern full of merchants smoking and making deals.

51 **Orcwort's**: a tavern with a petrified orcwort tree in its lush courtyard.

52 **Ellard Barridge III**: a broker of very expensive magic items.

53 **Allure**: a seller of expensive colognes made from rare items like troglodyte musk.

54 **Flyer's Pub**: a tavern rumored to contain a portal to the Astral Plane.

55 **Gifts from the Sea**: a workshop that makes anything from coral and shells.

56 **Binders Keepers**: a general bookseller.

57 **Hewlor's Basket**: an old, grumpy ranger selling local produce.

58 **Sizzle's**: a slaughterhouse and butcher shop.

59 **Gobble's**: an inn for Small creatures run by goblin triplets.

60 **Constitution Club**: a members-only bath fed by a hot spring.

61 **Wily Weasel**: a shop selling small animals, each trained to talk, fight, steal, or perform other tricks.

62 **McBride's**: a matchmaking service run by an aging pixie who can no longer fly.

63 **Far-Off Delicacies**: a street stall selling cooked meat on a stick.

64 **Arachnattire**: a shop selling luxurious clothing woven from spider webs.

65 **Seventeen Gables**: an expensive inn full of important people.

66 **Evergreen**: a flower shop and safe house for spies and criminals.

67 **Clean Greely**: an extremely near-sighted dentist and surgeon.

68 **Good for the Sole**: a seller and mender of shoes and boots.

69 **April Concordance**: a tavern involved in the chartering of part of the city.

70 **The Hungry Tarrasque**: a restaurant famous for generous but mediocre portions.

71 **Musings**: a seller of fine instruments.

72 **Wherever you go...**: the shop of Phinnus, a half-elf cartographer and map salesman.

73 **Tallowed Ground**: a candle shop guarded by a homunculus.

74 **The Forum**: a small community theater.

75 **Bendrazzi's Pies**: a bakery run by halflings.

76 **South Oljatt Company**: a broker who sells shares in treasure voyages.

77 **Mercer's Guild**: the only shop selling dry goods and textiles, with several burly proprietors who keep it that way.

78 **The Good Servant**: a shop selling cleaning supplies.

79 **Starbottom Toys**: a seller of games, figurines, and toys for children.

80 **Horn of Plenty**: a shepherd's co-op selling simple items made from wool and horn.

81 **Not Me:** a seller of costumes and disguise kits, in fierce competition with the Knot Me Rope and Bridle Company.

82 **Cright's Honors:** an engraving shop.

83 **Worend's Marks:** a crafter of personal seals, coins, and medallions.

84 **Lineage Assurance:** researchers of family backgrounds and heraldry.

85 **Strothlann Quill:** a scribe who copies documents and occasionally sells information on the black market.

86 **Honest Borjo's Security:** a seller of hinges, locks, keys, and parts for traps.

87 **Eternal You Studios:** three elven artists hired for portraits and sculptures.

88 **Slaver's Mark:** a stockade where slaves are bought and sold.

89 **The Glittergold Crucible:** the workshop of a gnome glassblower.

90 **Timeless Tomes:** a seller of blank spellbooks and locking cases.

91 **Benevolent Bounty:** a restaurant serving food acceptable to followers of Ehlonna.

92 **One and All:** an inn owned by a wereboar that welcomes animals and monsters.

93 **Wormcellars:** a tavern built inside tunnels said to be the work of a purple worm.

94 **Shell Game:** a tavern that sells turtle soup in turtle shells and hosts turtle races.

95 **Church on the Hill:** an abandoned cathedral that's been turned into a brothel.

96 **Fillabrilla Briggarill:** an inn serving original halfling recipes.

97 **Licensing Office:** a bureau selling all manner of permits and licenses.

98 **Ratchaser's Road Rations:** a shop selling trail rations.

99 **Lirr's Envy:** a painter of shields and armor.

100 **Practical Blokes:** a street stall selling joke items like sneezing powder.

DEMODRAGON

BY MIKE MCARTOR
BY JULIE DILLON

This immense dragon's thick, charcoal-gray body supports two long necks ending in terrible draconic heads, distinguishable only by the color of their scales. Each head—one red and one blue—has pupilless eyes and a pair of goatlike horns sweeping forward from a neck bearing a horselike mane. Its four cloven hooves stamp impatiently on the ground, grinding the earth beneath it with destructive fury. Its spiked tail swings about with frightening swiftness. Long tentacles sprout from its shoulders and reach forward with terrible intent.

Fashioned by a powerful half-fiend named Venger in order to steal a set of artifacts from a group of young adventurers, Demodragon proved uncontrollable and dangerous beyond the dreams of even its creator. Sages speculate that Venger used a single drop of ichorous blood from the Prince of Demons himself in the creation of this fabulously destructive dragon. Although no one can prove the theory, inarguable physical and nomenclatural similarities exist between Demodragon and Demogorgon.

Unfortunately for his creator, certain side effects of his unspeakable birth left Demodragon constantly suffering, eternally enraged, and almost completely uncontrollable. Ironically, and much to Venger's chagrin, contacting any kind of magic allows Demodragon to break free of any magical control placed over him.

Strategy and Tactics

Demodragon recognizes no friend and attacks all creatures he can see with equal ferocity. He lacks the cunning intellect of his draconic (or demonic) heritage, and is straightforward and uncreative in his rampaging. Demodragon favors using his punishing breath weapons above all other attack forms and can use both in the same round. In combat, Demodragon rarely holds a breath weapon in order to use both in the same round, but has just enough intellect to use his breath weapons in conjunction to damage nonmagical objects in his way.

Demodragon covets magic items above all else. When his *arcane sight* detects the presence of magic on an item he goes into a frenzy and uses his long tentacles to steal every magic item he can see, starting with those that bear the most powerful magic auras. In this situation, Demodragon uses his Improved Disarm first, seeing it as the quickest way for him to acquire the item. Foes who resist are attacked to the exclusion of other targets. Demodragon can transfer an item from a long tentacle to one of several smaller tentacles that run down his back as a free action.

When presented with nothing against which to focus his pain-induced rage, Demodragon rampages, tearing up the earth with his shattering breath and destructive hooves. In a single hour he can reduce a square mile of verdant land to a smoking, crater-filled waste. Given a frighteningly short amount of time, Demodragon could swiftly raze an entire nation in such a manner.

DEMODRAGON **CR 21**

CE Colossal dragon (extraplanar)

Init +3; **Senses** arcane sight, darkvision 60 ft., low-light vision; Spot +33, Listen +33

Language Abyssal, Common, Draconic (cannot speak)

AC 41, touch 1, flat-footed 41 (–8 size, –1 Dex, +40 natural)

hp 462 (28 HD); **DR** 15/lawful and cold iron

Immune cold, fire, paralysis, sleep effects

SR 30 (40 vs. targeted spells)

Fort +25 **Ref** +15 **Will** +20; +10 vs. targeted spells

Weaknesses *dragonbane*

Spd 50 ft.

Melee* 6 tentacle slams +30 (2d8+20) and 2 bites +28 (4d6+12) and tail spikes +28 (4d6+27)

Space 30 ft. **Reach** 20 ft. (30 ft. with tentacles)

Base Atk +28; **Grp** +59

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Sunder, Power Attack

Special Atks breath weapons, shattering breath, trample (2d6+15)

*5-point Power Attack

Abilities Str 40, Dex 8, Con 31, Int 4, Wis 15, Cha 12

SQ escape enchantment, targeting resistance

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack, Recover Breath

Skills Listen +33, Spot +33, Swim +46

Arcane Sight (Su) Demodragon continually sees magical auras, as the spell *arcane sight*. This ability cannot be dispelled.

Breath Weapons (Su) Demodragon has two breath weapons. His right head can breathe a 30-foot line of fire once every 1d4 rounds, while his left head can breathe a 30-foot line of cold once every 1d4 rounds. Each breath weapon deals 15d6 points of the appropriate energy damage, with a DC 34 Reflex save reducing the damage by half. As a full-round action, Demodragon can use both breath weapons in the same round. The save DC is Constitution-based.

Escape Enchantment (Su) Whenever Demodragon is under the effect of an enchantment or mind-affecting effect and is later brought into contact with any kind of magic item or magical effect, he is immediately allowed a new saving throw to throw off the enchantment or mind-affecting effect. This new saving throw is made against the effect's original DC but at a +4 bonus.

Shattering Breath (Su) Demodragon's breath weapons deal full damage against any object, regardless of the materials used to make it. If Demodragon deals damage with both breath weapons against the same metal, stone, or wood object in the same round, the temperature extremes of his breath weapons weaken the object. In addition to dealing damage as normal for both weapons, Demodragon's shattering breath also reduces the item's hardness by 2. Multiple weakenings of an object's hardness stack. All of the hardness reduction disappears 24 hours after the last shattering breath attack made against the object.

Target Resistance (Su) Whenever a spell targets Demodragon directly, his spell resistance increases by +10; he gains an equal bonus on saving throws. This ability only functions when targeted by a ray or a spell or effect that targets creatures. Spells and effects that affect an area that Demodragon is in are not subject to this ability.

Trample (Ex) Reflex DC 39 half. The save DC is Strength-based.

Weakness to Dragonbane (Ex) As a bizarre byproduct of his magical creation, Demodragon suffers a –20 penalty on saving throws made to resist the effects of *dragonbane* poison.

Feats Demodragon gains Improved Disarm as a bonus feat. His Recover Breath feat (*Draconomicon* 73) reduces the amount of time he must wait between uses of his breath weapon by 1 round (minimum 1 round).

DEMODRAGON'S ORIGINS

Demodragon first appeared in the *Dungeons & Dragons Cartoon* episode, "The Treasure of Tardos," in which Venger attempts to secure dragonbane for use in his war against Tiamat. The *Dungeons & Dragons Cartoon* is now available on DVD, distributed by BCI Eclipse Company, LLC (www.bcieclipse.com).

DRAGONBANE

Found only in the small (but wealthy) kingdom of Tardos, *dragonbane* is a powerful magical poison that affects only creatures of the dragon type—it works particularly well on extraplanar dragons. The toxin affects them on contact, first weakening their bodies and then banishing them to their home plane. A single dose of dragonbane weighs 1/4 pound and is worth 3,000 gp.

Dragonbane: Contact, Fortitude DC 25, initial damage 3d6 Strength, secondary damage banishment to home plane.

Downer 24

Fool's Errand

Well if there is one game that the rakshasa Benzinger Kalro excels at, it's the head game. I've made a complete ass of myself, and on top of that, I've got a mouthful of roasted Ululok, the beloved pet I came to rescue. I don't care how powerful they are, I'll make them pay.

DOWNER TARANTULA, DROW

GOALKEEPER, AURUMACH RILMANI

BA'ROOSHA, CUPRILARCH

BENZINGER KALRO, RAKSHASA

KROIPH, COPPER DRAGON

QUEEN WENCH, PAELIRYON DEVIL

OUTSTANDING, MR. TARANTULA! THIS GUY WORKS FOR ME.
HE'S A COMPLETE RIOT.
CHARF
YES, YOU SEE--
--TO GAIN THE POWER OF THE CREATURE, WE MUST DINE ON ITS FLESH.

"WELL CONGRATULATIONS BOSS, YOU SCREWED US GOOD.
"YOU PIQUED MAYOR GARRIOK'S INTEREST ENOUGH TO LURE HIM INTO THE HANDS OF THE GITHZERAI.

"YOU'RE THEN FREE TO PURGE LOLTH'S DEMONIC INFLUENCE FROM THE CITY.
"WITH ALLIANCES BETWEEN THE ETHERGAUNTS, GITHZERAI AND AN ARMY OF DEVILS, YOU'RE SITTING PRETTY."

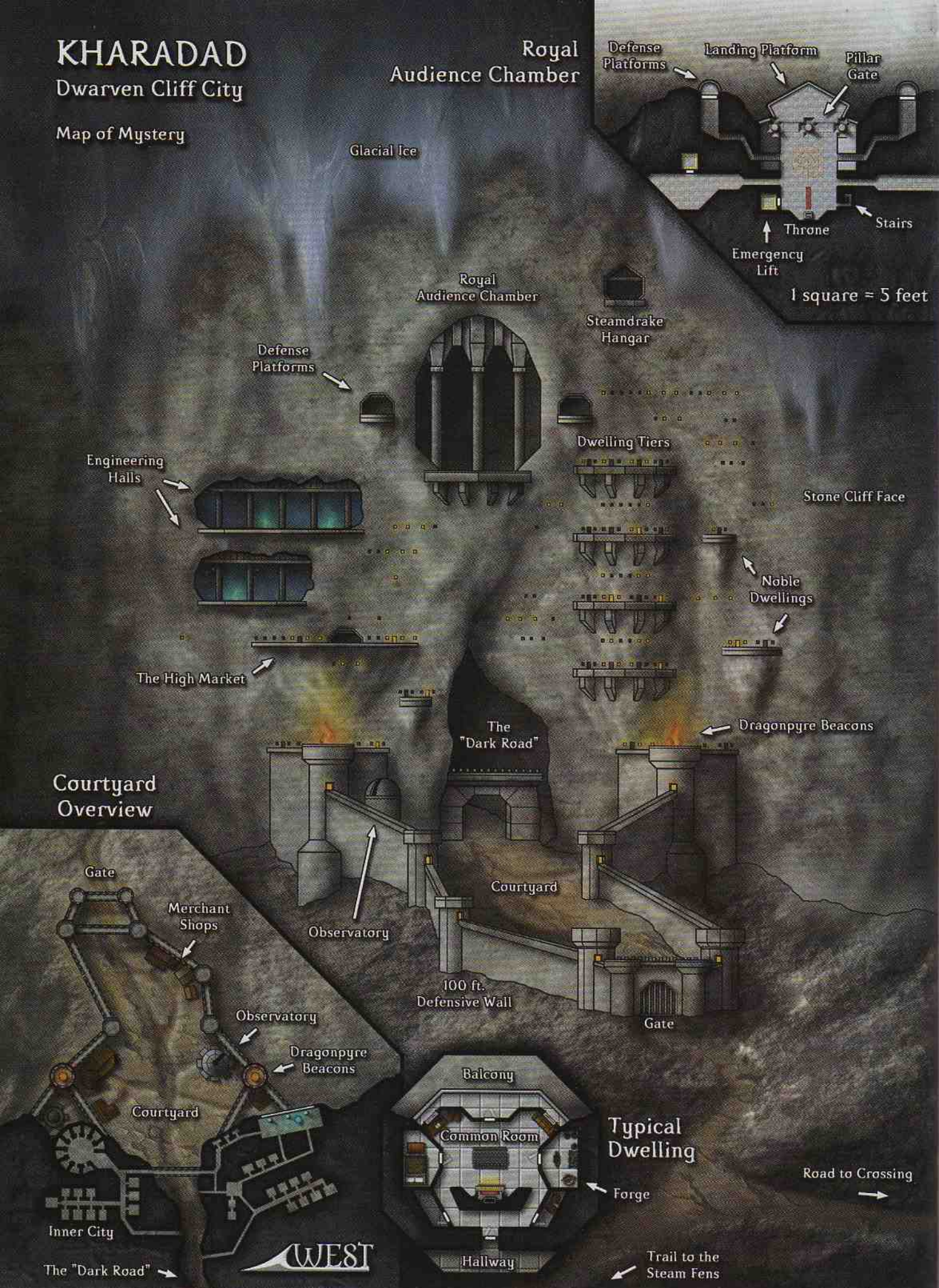
Story and art by **Kyle Stanley Hunter.** Lettering by **Sean Glenn.** Downer is ©2007 Kyle Stanley Hunter. A **Super Unicorn** production. **www.superunicorn.com**

METAGAMER! YOU NEVER INTENDED TO WIN.
I BROUGHT THE ULOLOK HERE. YOU'VE STOLEN VICTORY FROM US. THIS DRAW IS @#!?+5%!
TELL YOU WHAT, TOOTS.
I'LL OFFER YOUR BOSS A SIDE WAGER--
FOR MY SHARE OF THE ULOLOK'S POWER.
"AS IT STANDS, THERE'S ME, HIM, KROIPH AND THE ETHERGAUNT LEADER.
GO ON.
"THE BLACK WON'T TOUCH DIVINE ENERGY, SO THAT'S THIRDS. I'LL BET MY THIRD FOR YOURS..."
ON A FIGHT TO THE DEATH BETWEEN OUR CHAMPIONS!
"IT IS AGREED."
SO THIS IS WHAT IT BOILS DOWN TO? A COUPLE OF PAWNS.
CAN'T SAY I'M THRILLED.
I WARN YOU DOWNER, I'M NO GITHYANKI--
--BUT THIS IS A REAL SILVER SWORD.
I GOTTA WARN YOU--
I DESTROYED MY LAST GIRLFRIEND.
TO BE CONTINUED

KHARADAD

Dwarven Cliff City

Map of Mystery



DUNGEON #147

MAP & HANDOUT SUPPLEMENT

PRODUCED BY PAIZO PUBLISHING, LLC.
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Jeff Laubenstien

THE AUNDAIRIAN JOB

by Craig Shackleton

A powerful artifact lies deep in the vaults of a House Kundarak bank. Can the PCs steal it without getting captured in the process? An EBERRON adventure for 5th-level characters.

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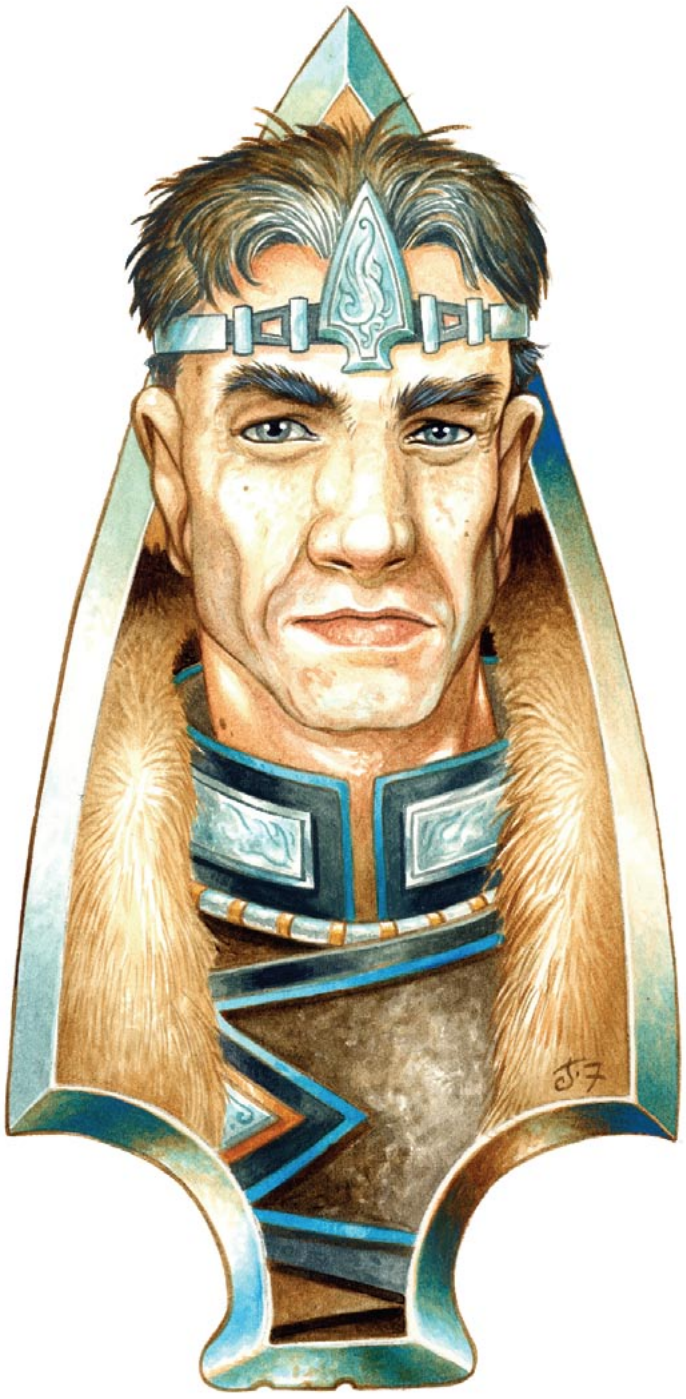
In these dark times, the Flame calls us all to do what we can. There is a task suited to you, and a reward suited to the task. This messenger can lead you to me, or tell you where to find me.

Silver Flame guide you,

Solinthas,
Holy Exorcist

Handout 1



Solinthas

Jeff Laubenstien

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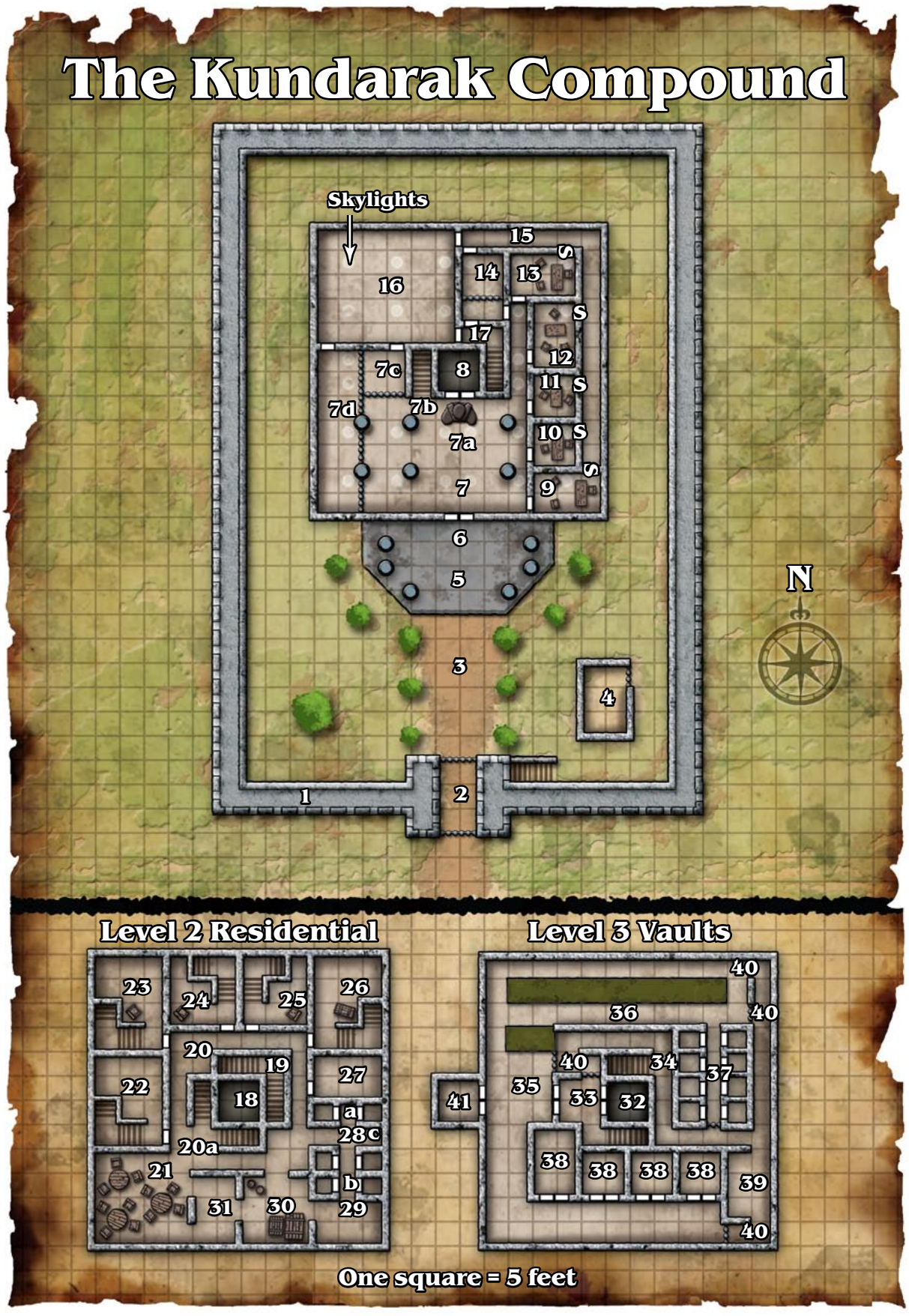
The Kundarak Compound



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Jeff Laubenstien

Rurin d'Sivis

Jeff Laubenstien

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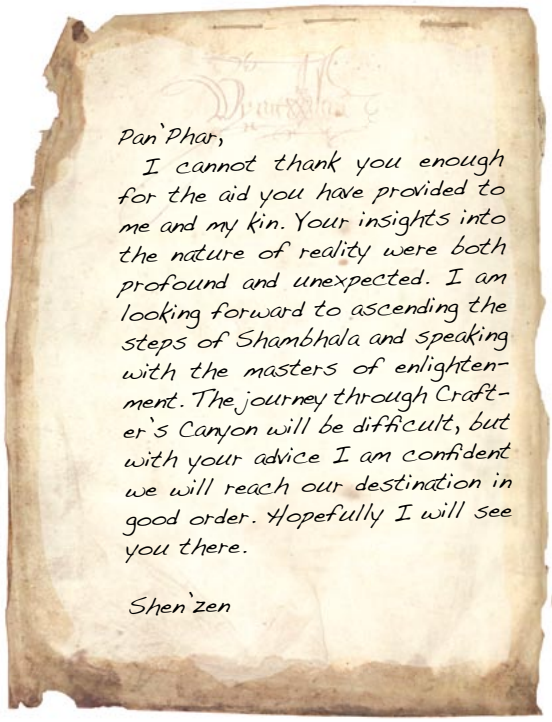
UDON

DREAD PAGODA OF THE INSCRUTABLE ONES

by Tom Ganz, Stefan Happ, Stephen S. Greer, B. Matthew Conklin III, and Ashavan Doyon

Atop a distant mountain peak, a monstrous entity plots dark deeds. The final chapter of the Seeds of Sehan campaign arc, this is a D&D adventure for 10th-level characters.



Dan`Phar,

I cannot thank you enough for the aid you have provided to me and my kin. Your insights into the nature of reality were both profound and unexpected. I am looking forward to ascending the steps of Shambhala and speaking with the masters of enlightenment. The journey through Crafter`s Canyon will be difficult, but with your advice I am confident we will reach our destination in good order. Hopefully I will see you there.

Shen`zen

Handout 1

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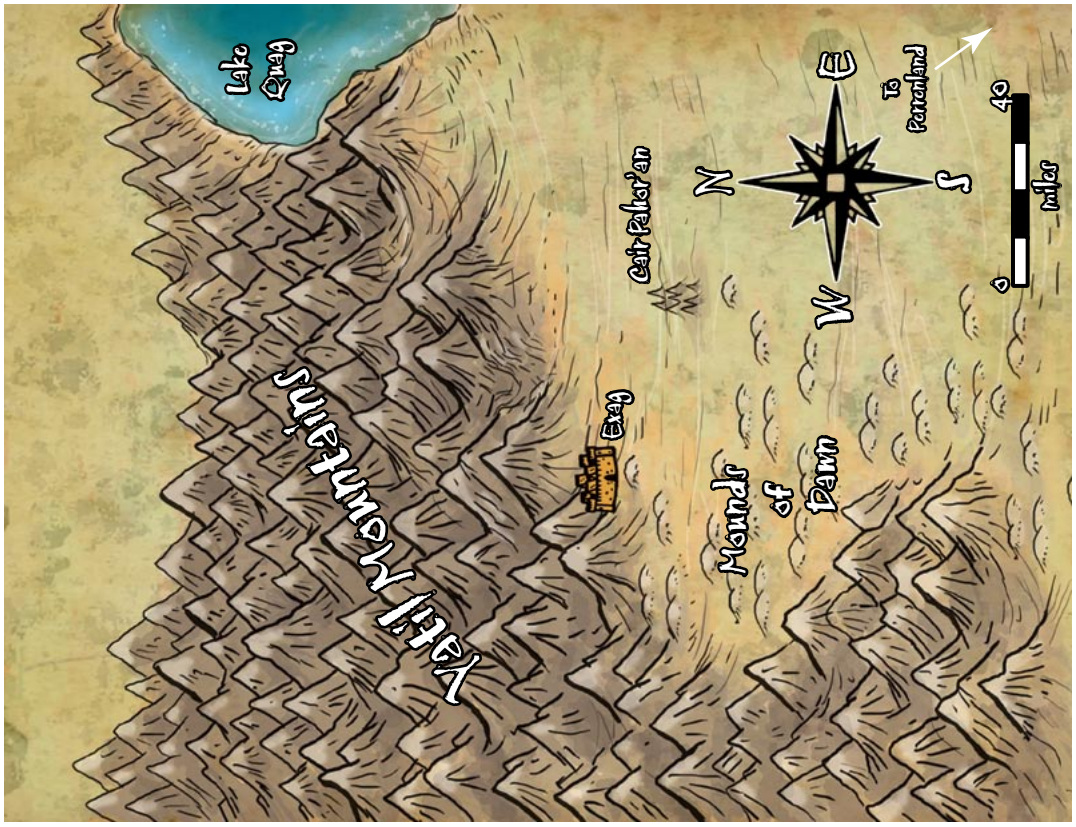

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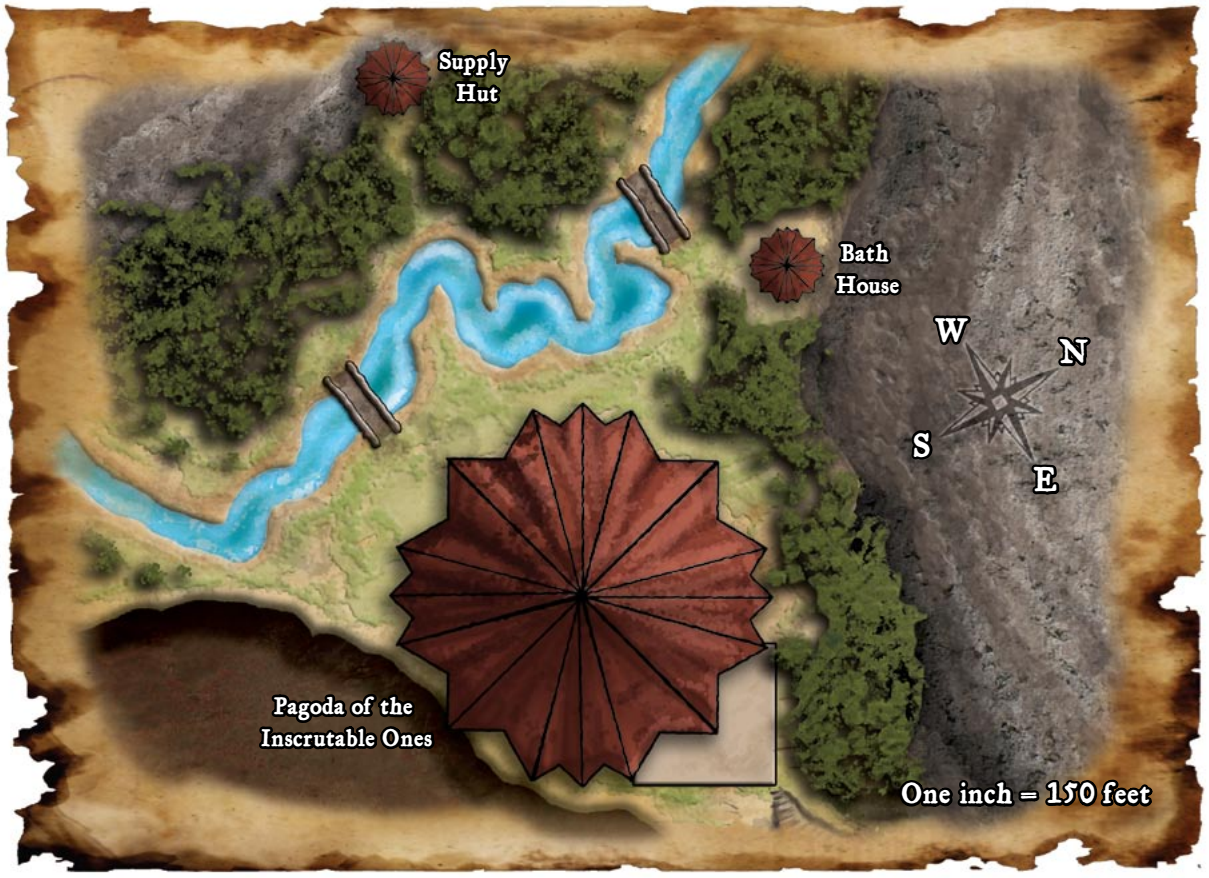

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Pagoda of the Inscrutable Ones

One square = 5 feet

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The Catalogue

UDON

Xiang Ru

UDON

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UDON

Jin Niu

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Ben Wootten

INTO THE MAW

by Robert J. Schwalb

In order to rescue a friend, the PCs must sail into the Abyss and infiltrate a prison built by the Prince of Demons. A Savage Tide Adventure Path scenario for 17th-level characters.

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Vanthus

Warren Mahy

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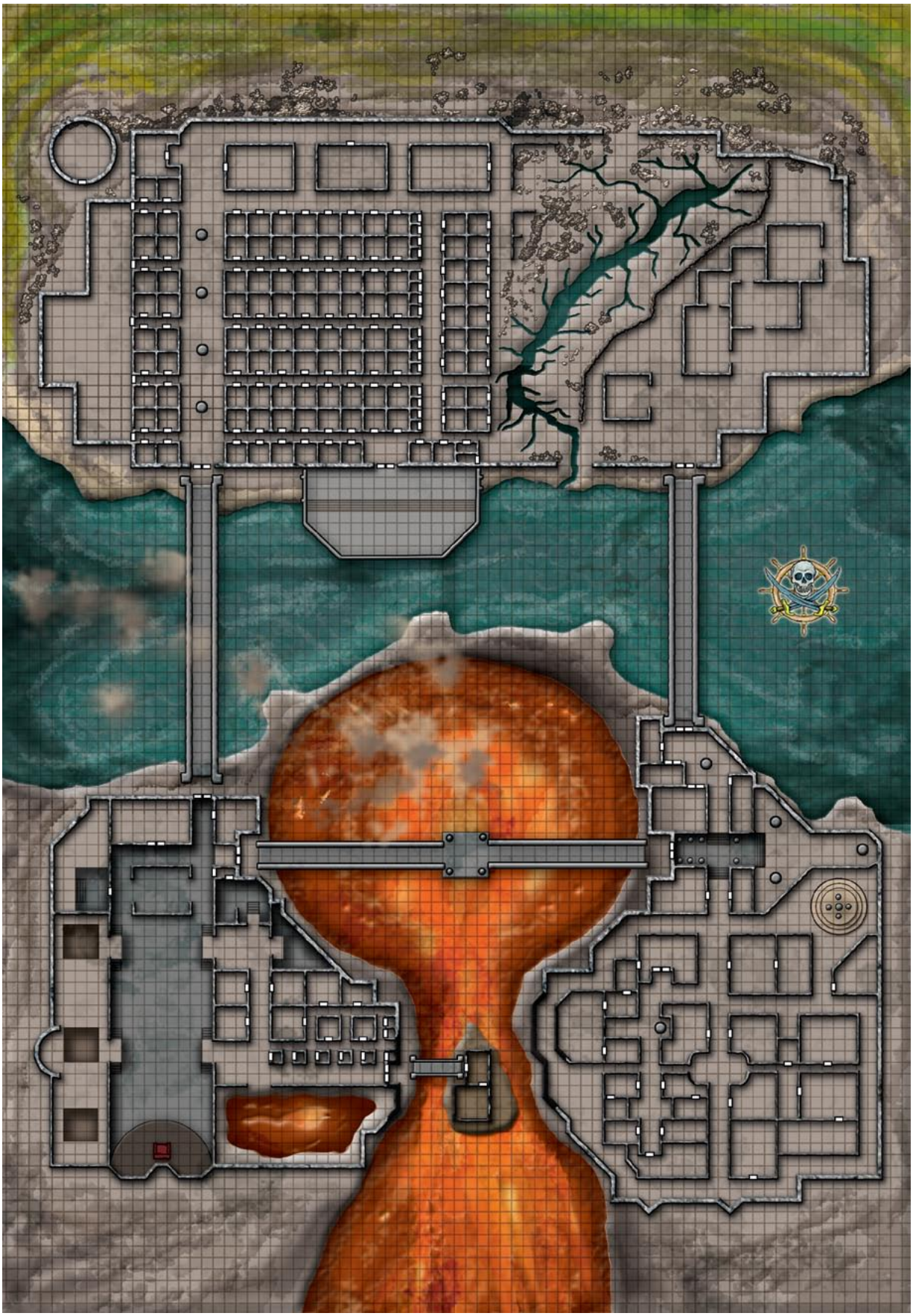

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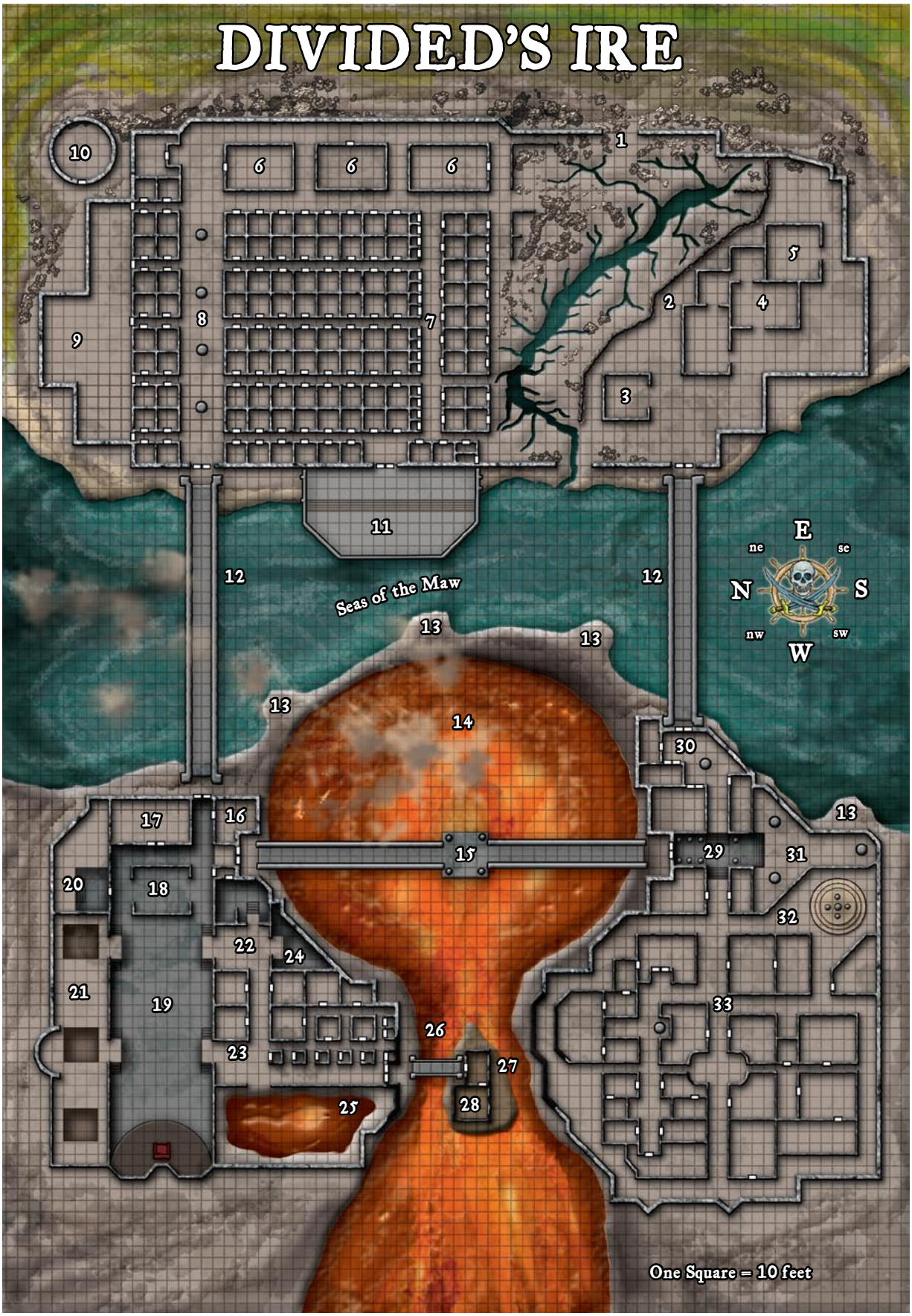

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S'Sharra

Warren Mahy

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Kulublax

Warren Mahy

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Ben Wootten

Lavinia

Ben Wootten

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Saureya

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Warren Mahy

Orgosh

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Filth Demon

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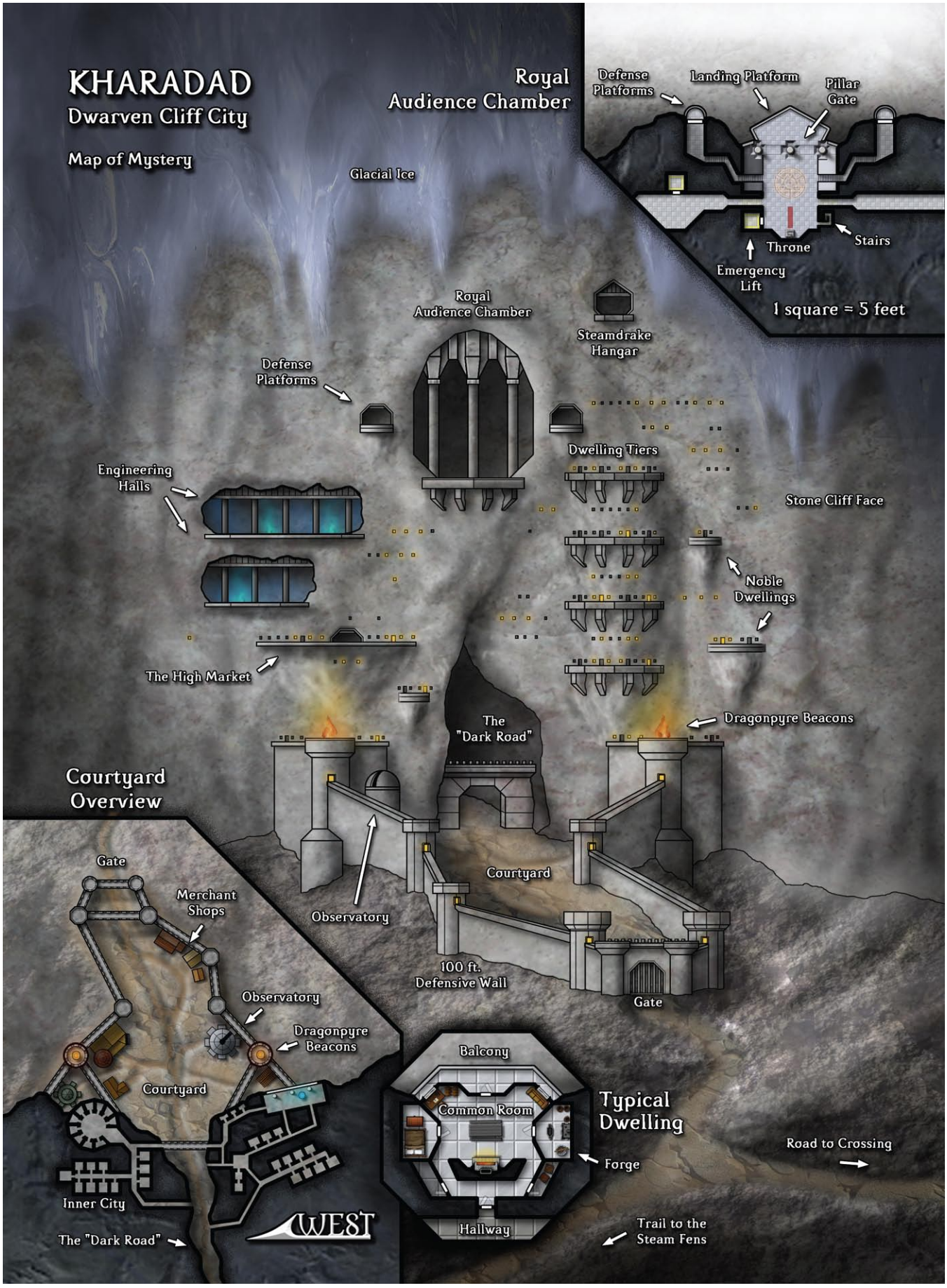

Chris West

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